PRIMA'S OFFICIAL STRATEGY GUIDE

Might and Magic VII

For Blood and Honor™

PRIMA GAMES

3DO™

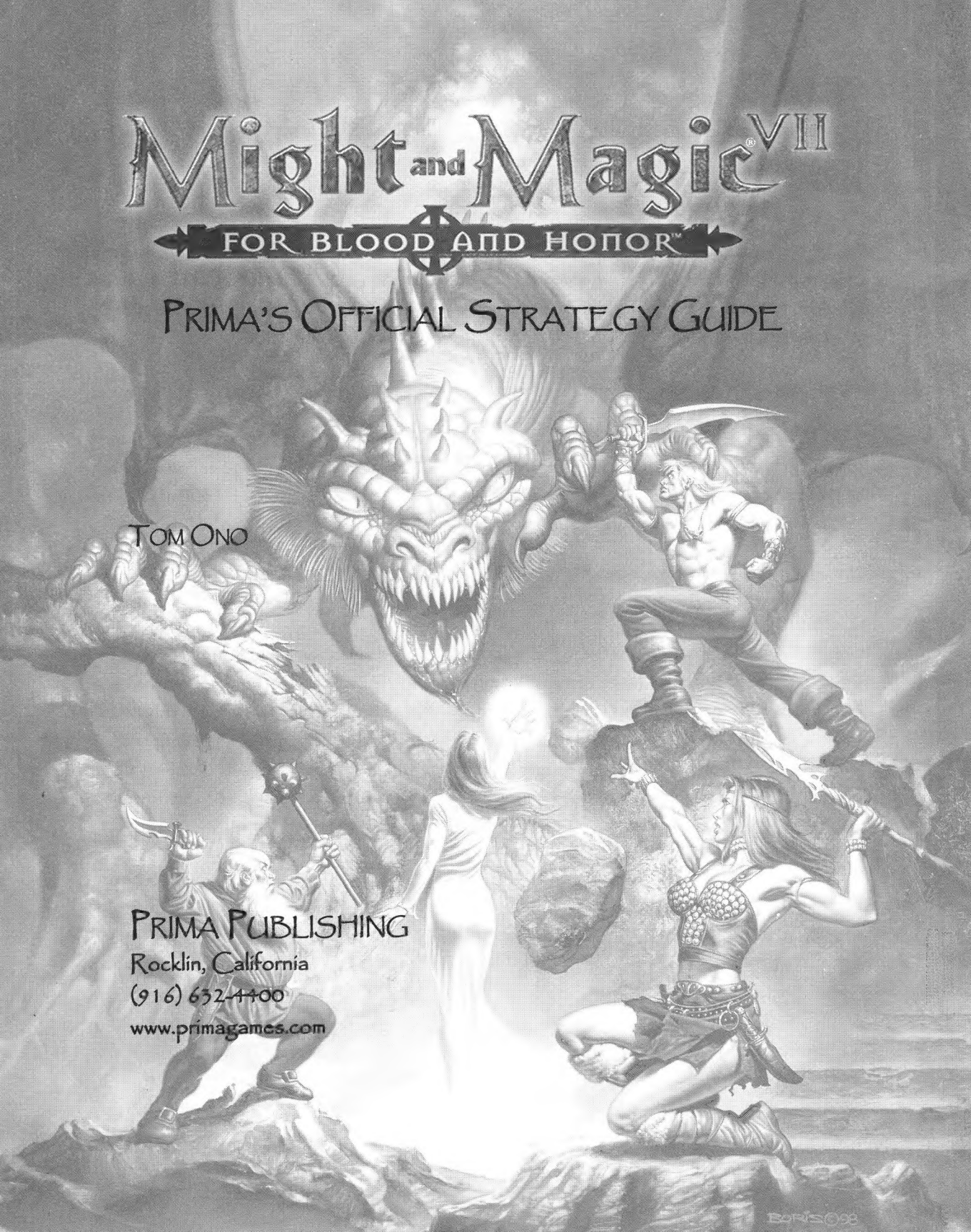
NEW WORLD COMPUTING

Tom Ono

Might and Magic® VII

For Blood and Honor™

Prima's Official Strategy Guide



Tom Ono

Prima Publishing
Rocklin, California
(916) 632-4400
www.primagames.com

¨ and Prima Publishing¨ are registered trademarks of Prima Communications, Inc.

© 1999 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Project Editor: David Mathews

© 1999 The 3DO Company. All Rights Reserved. Might and Magic, Blood and Honor, New World Computing, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. All other trademarks belong to their respective owners. New World Computing is a division of The 3DO Company.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Library of Congress Catalog Card Number: 99-70045
Printed in the United States of America

99 00 01 02 BB 10 9 8 7 6 5 4

Authorship and Design by Mars Publishing Company.
www.marspub.com
Edwin E. Steussy, Publisher.
Amy I. Yancey, Coordination and Design.

Original painting reproduced on cover by Boris Vallejo.

Contents

Chapter 1: Introduction 1
Introduction 2
How to Use This Book 3

Chapter 2: Party Creation 4
Attributes 6
Race 9
Classes 11
Composing Your Starting Party 21

Chapter 3: Adventuring 26
Receiving and Completing Quests 27
Outdoor Adventure 27
Indoor Adventure 30
Party and Character Actions 30
Combat 35
Character Conditions 38
Resting and Food 39
Reputation 40

Chapter 4: Character & Party Development 41
Gaining Character Levels 42
Skill Development 44
Other Character Development Issues 82
Aging 83

Chapter 5: Erathia 84
Map of Erathia 85
Traveling by Boat or Carriage 87
Using the Town Portal Spell 88
The Obelisks 89
Spell Pedestals 89
Attribute Games 90
Story Line 90

Chapter 6: Regions of Erathia 98
Map Characteristics 99
Emerald Island 99
Harmondale 105
Avlee 115
The Barrow Downs 121
The Bracada Desert 136
Celeste 144
Deyja 157
Erathia 163
Evenmorn Island 176
Land of the Giants 181
Mount Nighon 185
The Pit 192
The Shoals 202
Tatalia 205
The Tularean Forest 211

Chapter 7: Creatures and NPCs 220
Creature Attributes 221
Creature Tables 225
Non-Player Characters 281

Chapter 8: Inventory Items 283
Item Statistics 284
Weapons 285
Armor 307
Belts, Amulets, and Rings 325
Enchanting Items 331
Wands 335
Potions and Reagents 338
Learning Books and Scrolls 347
Ore 350
Other Items 351

Index 352

Chapter 1
Introduction

"The thirst for adventure is the vent which Destiny offers; a war, a crusade, a gold mine, a new country, speak to the imagination..."

Ralph Waldo Emerson
Natural History of Intellect

Introduction

Might and Magic VII is New World Computing's latest addition to one of the most played and venerated computer role-playing game series of all time. Throughout its history, versions of *Might and Magic* have garnered a respectable stack of "best game" awards and a horde of loyal fans won over by its unique style of fantasy/science-fiction role play.

In the game, you'll control a party of four characters in the land of Erathia. Each character can be one of nine character classes (Knight, Ranger, Cleric, Paladin, Archer, Thief, Druid, Monk, or Sorcerer) and one of four races (Human, Goblin, Elf, or Dwarf). As you explore the world, your characters will gain new skills and abilities that will allow them to face greater and greater challenges. To win the game, you must complete the tasks you're given by the developing story line.

Players of Heroes of Might and Magic III will recognize that the story of Might and Magic VII continues from the end of that game. Queen Catherine Ironfist has put an end to a plot by the Necromancer's Guild. In the uneasy peace that follows, new boundaries have been drawn among the kingdoms of the Elves, Dwarves, and Humans. Your party comes into joint rulership of Harmondale, a territory whose ownership is in dispute. Your efforts to settle the differences between the interested parties leads you into thickening intrigue as old and new players emerge to make a bid for ultimate power.

How to Use This Book

This book contains a combination of advice and information concerning play strategy, and walkthrough clues for all of the game's quests.

Before you begin, you must create your party of adventurers. Chapter 2 examines this process. Chapter 3 contains general advice about adventuring–exploring, combat, towns, performing actions, and the like. As you play, your characters gain experience that will buy them new levels and skills. Chapter 4 looks at character development. It also contains complete spell and skill tables.

Chapters 5 and 6 cover the land of Erathia. Chapter 5 looks at Erathia as a whole, while Chapter 6 is a travel guide to each region in the game. It contains complete indoor and outdoor maps, and clues for completing all quests.

Chapter 7 has full statistics for all of the game's creatures and non-player characters. Finally, Chapter 8 looks at all of the various weapons, armor, potions, and other items that your party can find or purchase.

Numbers and Formulas

Veterans of role-playing games will recognize the way that certain numbers and formulas are represented in both the game and this book. For those less familiar with these conventions, here are explanations.

In many places, you'll see entries such as, "the dagger does 3d4+7 damage." This style is a carry over from the paper-and-pencil role-playing games that predated computer role playing. In those games, random numbers are generated using dice with four, six, ten, twelve, or twenty sides. The "d" in "3d4" stands for "dice." Therefore, you can read the example formula as, "the dagger does an amount of damage equal to the number generated by three rolls of a four-sided die, plus seven."

In the example, "the amulet gives the character who wears it +5 Accuracy and –5 Luck," the "+5" and "-5" represent a bonus and penalty applied to the character's Accuracy and Luck attributes. If a character normally has an Accuracy of 12 and a Luck of 20, his or her Accuracy is increased to 17 and Luck is reduced to 15 after putting on the amulet.

Chapter 2
Party Creation

You make some of the most important strategic decisions before you actually start playing *Might and Magic VII.* They occur when you create your party of four characters. During the party creation phase, you can customize each character's race, class, starting skills, and gender. Each choice you make will have particular significance during the early part of the game and can have far-reaching consequences throughout your adventure.

" and Prima Publishing" are registered trademarks of Prima Communications, Inc.

© 1999 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Project Editor: David Mathews

© 1999 The 3DO Company. All Rights Reserved. Might and Magic, Blood and Honor, New World Computing, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. All other trademarks belong to their respective owners. New World Computing is a division of The 3DO Company.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Library of Congress Catalog Card Number: 99-70045
Printed in the United States of America

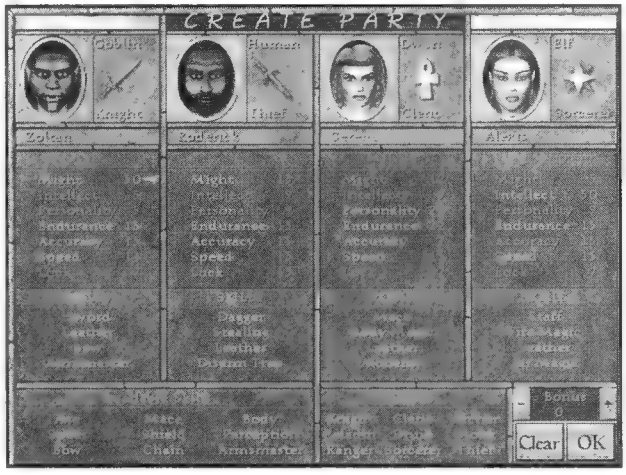
99 00 01 02 BB 10 9 8 7 6 5 4

Authorship and Design by Mars Publishing Company.
www.marspub.com
Edwin E. Steussy, Publisher.
Amy I. Yancey, Coordination and Design.

Original painting reproduced on cover by Boris Vallejo.

Although your characters will gain new skills and other abilities as the adventure develops, it's important to note that you can't drop characters from or add them to your party. The party you start with is the party you play with for the entire game. A character's race, gender, class, and place in the party lineup are permanently set during party creation.

This chapter discusses the various issues you should think about when creating and customizing your party. It starts by describing the various attributes, races, and character classes, and finishes by explaining how you can knit these factors together to create an effective party.



When you start a new game, the Create Party screen appears. The four characters displayed make up the *default party*, which includes a Knight, a Thief, a Cleric, and a Sorcerer. The default party is "ready to play," and can be used quite successfully. If you want to modify the party, or choose entirely different characters to play with, you do so using this screen.

A character can be one of four races and one of nine character classes. Each character class has two starting skills that are permanently set and two that you assign from the Available Skills list. You also can add and subtract points from each character's attributes. Points you subtract from a character's attributes end up in the bonus points pool. Bonus points can be added to any character's attributes.

After you're done assigning skills and adjusting attributes, you can start the game by clicking the "OK" button.

Attributes

Each character has seven attributes– *Might*, *Intellect*, *Personality*, *Endurance*, *Accuracy*, *Speed*, and *Luck*. Attributes are numerical representations of a character's physical and mental abilities. The higher a character's attribute rating is, the better he or she is at that particular ability.

For each attribute, a score of 13 is considered "average." Attribute ratings above or below this value will convey bonuses or penalties, respectively, to applicable character actions. You can't avoid starting some of your characters with sub-average attributes; there aren't enough bonus points to go around.

The key to effectively modifying attributes is to make sure each character is strong in those attributes that best serve his or her class. For example, Sorcerers have little need for Personality, but rely heavily on Intellect. Raise a Sorcerer's Intellect by reassigning points from his or her Personality rating.

Might

Might affects how much damage a character does in hand-to-hand attacks. High Might ratings confer a bonus to the amount of damage inflicted by sword, mace, dagger, spear, axe, and staff blows. All characters can benefit from a high Might rating, but those that specialize in combat skills will make best use of it.

Intellect

Intellect reflects a character's ability to understand the abstract concepts of elemental magic spells–those of the Fire, Earth, Air, and Water schools. The character classes that use this type of magic–Sorcerers, Archers, Rangers, Thieves, and Druids–gain bonuses to their Spell Point total if they have high Intellect ratings. Other character classes make no use of this attribute.

Personality

A character's personal will and charm is reflected by his or her Personality rating. Personality is key to a character's ability with Spirit, Mind, and Body spells. Clerics, Paladins, Rangers, Monks, and Druids–the classes that use this "Magic of the Self"–gain a bonus to their Spell Point total. Others don't use the attribute.

Endurance

Endurance measures a character's physical durability and capability to take damage, so it's important for all character classes. High Endurance adds to a character's Hit Point total. It also measures how much damage a character can take before it dies. When a character's Hit Points are reduced to zero, it becomes unconscious. The character dies when its Hit Points are reduced to a negative value equal to its Endurance. Thus, a character who has an Endurance rating of 15 will die when its Hit Points are reduced to -15.

Accuracy

Your characters' eye-hand coordination is represented by their Accuracy ratings. A high Accuracy rating will increase a character's chance to hit with hand-to-hand weapons and bows. It's particularly useful to classes that specialize in weapon use.

Speed

Characters with high Speed ratings will be able to perform more actions in a given time-frame. Whenever a character performs an action such as casting a spell or performing a weapon attack, he or she must *recover* before performing another action. Having a high Speed rating allows a character to recover more quickly. Speed also affects Armor Class.

Luck

When characters are hit by magical attacks, they have a chance to take less damage based on their resistance to that particular type of attack (see Chapter 3). Luck acts as a bonus to resistance. Characters who have the Perception skill also use Luck when avoiding damage from traps.

Attribute Bonuses

The formula used to figure attribute bonuses and penalties is the same for all attributes as shown on the table below. Thus, a Luck of 15 conveys +1 to resistance, and a 15 Speed gives a +1 Armor Class bonus and reduces recovery time by 1. Attributes can rise above 500, but convey no further benefits.

Table 2-1. Attribute Bonus Table

Attribute Score	*Bonus/Penalty*
0	-6
3	-5
5	-4
7	-3
9	-2
11	-1
13	0
15	+1
17	+2
19	+3
21	+4
25	+5
30	+6
35	+7
40	+8
50	+9
75	+10
100	+11
125	+12
150	+13
175	+14
200	+15
225	+16
250	+17
275	+18
300	+19
350	+20
400	+25
500	+30

Race

Each of your characters can be from one of four races–Human, Elf, Dwarf, or Goblin. Race is primarily a factor in figuring a character's starting attributes. Goblins, for example, are fast and strong, but not as smart as other races. This is reflected in their high starting Might and Speed ratings, and low starting Intellect and Personality. Choose races for your characters based on how well each race's natural attributes strengthen a class' particular skill specialties.

When you're adjusting character attributes, you will find that some attributes require two bonus points to advance them by one. Other attributes advance by two for each point spent. This information is shown on the following table. It's important to note that the benefits and penalties to each race's attribute advancement are only reflected during the pre-game party creation phase. During your adventure, all characters have equal opportunities to advance their attribute rating.

Table 2-2. Race Table

	Human			*Elf*			*Goblin*			*Dwarf*		
Attributes	*Min*	*Start*	*Max*	*Min*	*Start*	*Max*	*Min*	*Start*	*Max*	*Min*	*Start*	*Max*
Might	9	11	25	5	7	15	12	14	30	12	14	30
Intellect	9	11	25	12	14	30	5	7	15	9	11	25
Personality	9	11	25	9	11	25	5	7	15	9	11	25
Endurance	7	9	25	5	7	15	9	11	25	12	14	30
Accuracy	9	11	25	12	14	30	9	11	25	5	7	15
Speed	9	11	25	9	11	25	12	14	30	5	7	15
Luck	7	9	25	7	9	20	7	9	20	7	9	20

Attribute requires 2 bonus points to raise by one. Reducing below starting value adds 1/2 point to bonus pool.

Attribute raises by 2 for each bonus point spent. Reducing below starting value adds 2 points to bonus pool.

Humans

Humans have the most balanced starting statistics, making them a good choice for those character classes that can gain solid combat and spellcasting skills. Thus, humans make good Archers, Rangers, and Clerics. They are also solid choices for the Monk and Thief classes. Humans start out with a small chance to resist Spirit and Body magic attacks. Their resistance against these types of magic is five (see Chapter 3).

Elves

Elves have starting bonuses for Intellect and Accuracy, and penalties to Might and Endurance. Their Intellect bonus makes them the best users of elemental magic, and thus great Sorcerers. You can increase an Elf's Personality to make them into a Druid, or their Accuracy to make them into solid Archers. Elves have a starting resistance of 10 against Mind magic attacks.

Goblins

Goblins are strong in Might and Speed, but weak in Intellect and Personality. This makes them ill-suited for heavy magic-using classes, but the strongest combatants. The only class that can't learn *any* spell casting skills is the Knight. The Monk and Thief *can* learn some magic skills, but because they can't advance very far as magicians, you can play them in a more combat-oriented role as Goblins. Goblins start with a resistance of five against Fire and Air magic.

Dwarves

Dwarves are the sturdiest race in the game. Their high Might and Endurance potential makes them good candidates for fighting characters. If you choose them for this role, you'll have to increase their Accuracy. Dwarves start with a resistance of five to Earth and Water magic.

Classes

Of all the choices you have concerning your party's makeup, the character classes you choose will mean the most to its effectiveness in facing the challenges of an adventure. Although initial weaknesses in your starting party involving attributes, starting skill, and race selections can be overcome during the course of the game, you can seriously handicap yourself (or provide yourself with a greater challenge, if you want to look at it that way) by choosing the wrong mix of character classes.

What differentiates one class from another is primarily a matter of what skills each can learn and to what level each can advance in the skills they learn. Although it's possible to win the game with a party specialized in a small portion of the game's magic, combat, and miscellaneous skills, it will be a difficult route to victory. So it's best to fill a party with a group of characters that can collectively master the widest range of skills.

Characters initially gain a skill at the lowest or *normal* level of expertise. They can find teachers who can increase a skill's expertise to *expert*, *master*, and then *grand master* level. For each class description below, a skill is listed by the level of expertise the class is allowed to attain in it.

Characters start the game with four skills at normal level–two are preset, and you may select the other two from a list of nine skills. The preset and available optional skills are different for each class. For more information on individual skills and skill advancement, see Chapter 4.

At some point (as explained in Chapters 5 and 6), you'll have to choose whether your party is good or evil. This choice affects skill advancement for some character types. In the skill lists that appear with each of the character class descriptions below, information that applies to good characters is followed by "(g)" and that which applies to evil characters is followed by "(e)."

Knights

Preset Skills:	Sword, Leather
Starting Skill Choices:	Axe, Spear, Bow, Mace, Shield, Chain, Body Building, Perception, Armsmaster

Combat Skills

Can't Learn:	None
Normal:	None
Expert:	Staff, Dagger, Bow, Unarmed, Dodge
Master:	Axe, Mace, Leather, Chain
Grand Master:	Sword, Spear, Plate, Shield

Magic Skills

Can't Learn:	Fire, Water, Air, Earth, Spirit, Mind, Body, Dark, Light
Normal:	None
Expert:	None
Master:	None
Grand Master:	None

Miscellaneous Skills

Can't Learn:	Meditation, Identify Item, Identify Monster, Stealing, Alchemy
Normal:	Disarm Trap, Learning
Expert:	Perception, Merchant
Master:	None
Grand Master:	Body Building, Repair Item, Armsmaster

The Knight character class is by far the most combat-oriented of all classes. Knights are the only characters who can't learn magic skills. On the other hand, they have the highest potential as hand-to-hand combatants, able to reach the grand master level in six skills that increase their ability to use weapons and/or take damage. They start with more Hit Points and gain more Hit Points per level than any other class. When less-durable characters are taken out of action, it's more than likely that your Knight(s) will be able to see the party to safety.

Your Knights will need good Might, Accuracy, and Speed ratings. Don't skimp on Endurance, but you can safely minimize their Intellect and Personality. For their two optional starting skills, choose from Armsmaster, Shield, or Body Building. Knights can become a grand master in any of these skills. Pick up Spear later, after you have advanced their Sword skill. Once a Knight becomes a master in both of these skills, he or she can hold a spear in one hand and a sword in the other–a lethal two-weapon combination. You also may want to choose the Bow skill. Even though Knights can only become experts with bow weapons, their high Accuracy scores will make them good ranged attackers, particularly during the early game.

Thieves

Preset Skills:	Dagger, Stealing
Starting Skill Choices:	Sword, Bow, Leather, Identify Item, Merchant, Perception, Disarm Traps, Dodging, Alchemy

Combat Skills

Can't Learn:	Axe, Staff, Spear, Plate
Normal:	Shield
Expert:	Bow, Mace, Unarmed, Chain
Master:	Sword, Dodge
Grand Master:	Dagger, Leather

Magic Skills

Can't Learn:	Spirit, Mind, Body, Dark, Light
Normal:	Fire, Water, Air, Earth
Expert:	None
Master:	None
Grand Master:	None

Miscellaneous Skills

Can't Learn:	Meditation, Identify Monster
Normal:	Repair Item
Expert:	Learning, Body Building, Alchemy
Master:	Perception, Merchant, Identify Item, Armsmaster
Grand Master:	Disarm Trap, Stealing

The most compelling reason to include a Thief in your party is that they're the only class that can become grand masters in Disarm Trap. Until you can develop a character capable of casting the master level Earth Magic spell, Telekinesis, Disarm Trap is the only way you have of opening trapped treasure chests without damaging your entire party. The Thief's other forte is Stealing. By swiping items from shops, you can give your characters better equipment than they would otherwise be able to afford. Beyond that, Thieves are good fighters and have the ability to learn rudimentary magic skills.

When adjusting Thieves' attributes, treat them like a combat-oriented class. They'll gain benefits from Might and Accuracy, and have no need for Personality. You may be tempted to give them high Intellect for extra Spell Points, but remember that they can't advance far in magic use–an average Intellect is fine. Be sure to choose Disarm Trap as a starting skill, and then Merchant, Perception, or Identify Item if you have no other characters who can excel at these skills. Otherwise, choose Leather or Bow.

Monk

Preset Skills:	Dodging, Unarmed
Starting Skill Choices:	Staff, Sword, Dagger, Spear, Leather, Body Building, Perception, Identify Monster, Armsmaster

Combat Skills

Can't Learn:	Axe, Mace, Chain, Plate, Shield
Normal:	Bow
Expert:	Sword, Spear, Dagger
Master:	Leather
Grand Master:	Staff, Unarmed, Dodge

Magic Skills

Can't Learn:	Fire, Water, Air, Earth, Dark, Light
Normal:	Spirit (e), Mind (e), Body (e)
Expert:	Spirit (g), Mind (g), Body (g)
Master:	None
Grand Master:	None

Miscellaneous Skills

Can't Learn:	Merchant, Meditation, Identify Item, Repair Item, Alchemy
Normal:	Stealing (g)
Expert:	Stealing (e), Disarm Trap (g), Perception, Identify Monster
Master:	Disarm Trap (e), Armsmaster
Grand Master:	Learning, Body Building

The Monk is the only character that can be genuinely effective at unarmed and unarmored combat. Because armor and weapons increase characters' recovery time, the empty-handed fighter can get in more attacks in a given period of time. For other character classes, weapon use pros outweigh their cons. Monks, however, can gain a combination of combat skills that give them a deadly attack and powerful defense. This combination requires Staff, Unarmed, and Dodging at the grand master level, and Leather at any level. At this point, the Monk can gain the benefits of all these skills at once. If you follow the path of evil, Monks can gain the important Disarm Trap skill at the master level, making them a potential replacement for a Thief in this role.

Like other hand-to-hand fighters, Monks will make good use of Might, Accuracy, Speed, and Endurance. If you plan to follow the path of good, you shouldn't skimp on Monk Personality because they can gain expert-level magic skills. If you don't have a Thief in your party, choose Disarm Trap as a starting skill. Otherwise, select Armsmaster and Body Building for the combat advantages they convey–advantages your Monk will need to be effective during the early game.

Paladin

Preset Skills:	Mace, Spirit
Starting Skill Choices:	Sword, Dagger, Axe, Shield, Leather, Merchant, Repair Item, Body Building, Armsmaster

Combat Skills

Can't Learn:	None
Normal:	Staff, Unarmed, Dodge
Expert:	Axe, Spear, Dagger, Bow, Leather, Chain
Master:	Sword, Plate
Grand Master:	Mace, Shield

Magic Skills

Can't Learn:	Fire, Water, Air, Earth, Dark (g), Light (e)
Normal:	Dark (e), Light (g)
Expert:	None
Master:	Spirit, Mind, Body
Grand Master:	None

Miscellaneous Skills

Can't Learn:	Disarm Trap, Identify Item, Identify Monster, Stealing, Alchemy
Normal:	Perception, Learning
Expert:	Merchant, Meditation, Armsmaster
Master:	Body Building
Grand Master:	Repair Item

Paladins can develop a wide range of both magic and combat skills at the master level. With careful development, they can be one of the most effective character classes. Because they can learn so many different skills, it's also possible to make a Paladin jack-of-all-trades-master-of-none. You should choose a set of skills from the myriad available for your Paladin to specialize in.

When adjusting a Paladin's starting attributes, consider stealing some points from another character to give your Paladin solid Might, Accuracy, Speed, and Personality scores. You can minimize their Intellect, but don't reduce their Endurance or Luck. They start with Spirit and Mace, so don't choose other magic or weapon skills. Because they can reach the grand master level in Shield, give them that instead of Leather (be sure to give them Plate at the first opportunity so they can have a complete set of armor). They can also become a grand master in Repair Item, so choose that if you want your party to have this skill. Otherwise, Body Building or Sword make a good second choice.

Archer

Preset Skills:	Bow, Air
Starting Skill Choices:	Sword, Axe, Spear, Leather, Fire, Water, Perception, Armsmaster, Learning
Combat Skills	
Can't Learn:	Mace, Plate, Shield
Normal:	Staff, Unarmed
Expert:	Sword, Axe, Dagger, Dodge
Master:	Spear, Leather
Grand Master:	Bow, Chain
Magic Skills	
Can't Learn:	Spirit, Mind, Body, Dark (g), Light (e)
Normal:	Dark (e), Light (g)
Expert:	None
Master:	Fire, Water, Air, Earth
Grand Master:	None
Miscellaneous Skills	
Can't Learn:	Disarm Trap, Identify Item, Identify Monster, Stealing, Alchemy
Normal:	None
Expert:	Merchant, Meditation, Body Building, Repair Item, Armsmaster
Master:	Learning
Grand Master:	Perception

As you might expect, Archers excel at long-range combat. Although all characters can and should pick up the Bow skill, the Archer is the one character that can become a grand master in it. They also can master the elemental magic skills–Earth, Air, Fire, and Water–and Spear for hand-to-hand combat.

The Archers' main attribute is Accuracy, which will increase their effectiveness with bows. They also require Intellect and Speed. Because they can become a grand master at Perception, choose this as one of their starting skills. Add Spear for hand-to-hand combat to complete the package. Alternatively, you could choose magic skills because they're expensive to learn in the game and give you extra starting spells.

Ranger

Preset Skills:	Axe, Perception
Starting Skill Choices:	Sword, Dagger, Bow, Leather, Body Building, Disarm Trap, Dodging, Identify Monster, Armsmaster

Combat Skills

Can't Learn:	Mace, Plate
Normal:	Staff, Unarmed
Expert:	Sword, Spear, Dagger, Shield, Dodge
Master:	Bow, Leather, Chain
Grand Master:	Axe

Magic Skills

Can't Learn:	Dark, Light
Normal:	None
Expert:	Fire, Water, Air, Earth, Spirit, Mind, Body
Master:	None
Grand Master:	None

Miscellaneous Skills

Can't Learn:	None
Normal:	Merchant, Meditation, Identify Item, Repair Item, Alchemy
Expert:	Disarm Trap, Learning, Body Building, Armsmaster, Stealing
Master:	Perception
Grand Master:	Identify Monster

Rangers can learn a wider variety of skills than any other character class. They can learn both self (Spirit, Mind, and Body) and elemental magic skills at the expert level, have access to good combat skills, and can learn *all* of the miscellaneous skills. As you develop a Ranger, you should follow the same guidelines for building a Paladin–concentrate on a few of their skills. Use your Ranger to fill gaps in your party's skill set.

Depending on the role you want a Ranger to play, develop his or her attributes accordingly. Because they have good combat potential, give them strong Might and Accuracy scores. Rangers can gain Spell Point benefits from both Intellect and Personality, so avoid reducing these scores. For starting skills, definitely give your Rangers the Bow skill–after the Archer, they are the game's best bow fighters. They can reach the grand master level in Identify Monster, so you may consider giving them this skill depending on your play style (see Identify Monster in Chapter 4). Otherwise, Leather or a "gap filling" skill are good second choices.

Cleric

Preset Skills:	Mace, Body Magic
Starting Skill Choices:	Shield, Leather, Spirit, Mind, Merchant, Repair Item, Meditation, Alchemy, Learning

Combat Skills

Can't Learn:	Sword, Axe, Spear, Dagger, Unarmed, Plate, Dodge
Normal:	Staff
Expert:	Bow, Leather, Chain
Master:	Mace, Shield
Grand Master:	None

Magic Skills

Can't Learn:	Fire, Water, Air, Earth, Dark (g), Light (e)
Normal:	None
Expert:	None
Master:	None
Grand Master:	Spirit, Mind, Body, Dark (e), Light (g)

Miscellaneous

Can't Learn:	Disarm Trap, Identify Item, Armsmaster, Stealing
Normal:	Body Building
Expert:	Perception, Identify Monster, Alchemy
Master:	Learning, Meditation, Repair Item
Grand Master:	Merchant

The Cleric is the game's "self" magic (Spirit, Mind, and Body) specialist, and can reach the level of grand master in either Light or Dark magic depending on whether you follow the good or evil path. They also can pick up reasonable combat ability, and are the one class capable of reaching the grand master level in the highly desirable Merchant skill.

Personality is the key attribute of the Cleric class. Because they also can fight, they'll make good use of Might and Accuracy (notice that they can pick up expert Bow). Be sure to give your Cleric the Merchant skill. After that, Learning, Repair Item, or Spirit are good choices. Just be sure to get them Shield and/or Chain as soon as you can.

Druid

Preset Skills:	Dagger, Earth Magic
Starting Skill Choices:	Mace, Leather, Water, Spirit, Body, Meditation, Perception, Alchemy, Learning

Combat Skills

Can't Learn:	Sword, Axe, Spear, Unarmed, Chain, Plate, Dodge
Normal:	Staff, Bow
Expert:	Mace, Leather, Shield
Master:	Dagger
Grand Master:	None

Magic Skills

Can't Learn:	Dark, Light
Normal:	None
Expert:	None
Master:	Fire, Water, Air, Earth, Spirit, Mind, Body
Grand Master:	None

Miscellaneous

Can't Learn:	Disarm Trap, Body Building, Repair Item, Stealing
Normal:	Armsmaster
Expert:	Perception, Merchant, Identify Item, Identify Monster
Master:	Learning
Grand Master:	Meditation, Alchemy

Druids can master all self and elemental magic skills. They can also reach the level of grand master in Meditation and Alchemy. These two factors combined make them the most versatile magic-using class. As a further bonus, they can also master Dagger, and gain expert levels in Leather and Shield.

Druids can gain Spell Point bonuses from both Intellect and Personality. They aren't going to excel at combat, so you can lower their other attributes, but don't go too far because they can fight in a pinch. For their optional starting skills, Meditation and Alchemy make solid choices. Alternatively, you can replace either with a second magic school skill or Learning.

Sorcerer

Preset Skills:	Staff, Fire
Starting Skill Choices:	Dagger, Leather, Air, Water, Earth, Identify Item, Identify Monster, Merchant, Alchemy

Combat Skills

Can't Learn:	Sword, Axe, Spear, Mace, Unarmed, Chain, Plate, Shield, Dodge
Normal:	Bow
Expert:	Dagger, Leather
Master:	Staff
Grand Master:	None

Magic Skills

Can't Learn:	Spirit, Mind, Body, Dark (g), Light (e)
Normal:	None
Expert:	None
Master:	None
Grand Master:	Fire, Water, Air, Earth, Dark (e), Light (g)

Miscellaneous

Can't Learn:	Disarm Trap, Body Building, Armsmaster, Stealing
Normal:	Merchant
Expert:	Perception, Repair Item
Master:	Learning, Meditation, Alchemy
Grand Master:	Identify Item, Identify Monster

Sorcerers are the only class that can reach grand master level in the elemental magic skills. Like the Clerics, they can also reach grand master levels in Dark or Light magic. They're also the game's least-powerful combatants. This is okay because elemental spells can more than make up for this deficiency.

Because they're so specialized, you can increase a Sorcerer's Intellect at the expense of other attributes. A good Speed rating will allow them to cast spells more frequently, and Endurance can make up for their Hit Point deficiency. Sorcerers can reach grand master level in Identify Item and Identify Monster. Definitely give them Identify Item, and consider giving them Identify Monster depending on whether you're going to make use of this ability (see Identify Monster in Chapter 4). You could also consider Leather to give your Sorcerer early game survivability, or a second magic skill.

Composing Your Starting Party

Taking into account all of the factors described earlier in this chapter, what should your party look like? The most efficient party should contain a mix of characters that give you access to the maximum number of skills at the maximum level of expertise. You want your party to be able to fight well, cast powerful spells, and deal with a variety of other adventure situations.

Necessary and Desirable Skills

All character skills will offer some benefit to your characters and party. Some, however, are more important. You should have your party start with the skills below or develop them as soon as you can. Alternatively, during the adventure, you can hire a non-player character with important skills that you're missing (see Chapter 7).

Disarm Trap

Many of the game's essential quest items, and most of its stores of gold, are contained in chests. Although you can equip your characters out of shops, chests are also valuable sources of weapons, armor, and other items. Unfortunately, many chests are protected by traps that damage all of your characters. To avoid this damage, you need to develop one character with the Disarm Trap skill. For this reason, you will need to have at least one Thief (best at the skill), Ranger, Archer, or Monk in your party.

Perception

Some items can only be found if your party includes a character with a high enough Perception skill. The same goes for secret doors and panels. Although this skill isn't absolutely necessary, you'll find it useful to develop one of your characters' Perception skill. Archers, Rangers, and Thieves are best at this skill.

Identify Item

When you pick up an adventure item, it is initially unidentified. Unidentified items can be used, but you don't have any information about them. You can get them identified for you at shops for a price, but it really makes sense for one of your characters to have the Identify Item skill. This is more than an issue of convenience. Knowing what your items do will allow you to make important equipping decisions and save you all the gold you would otherwise spend on identification fees in shops. Sorcerers are best at this skill, followed by Thieves.

Alchemy

All your characters can mix basic potions, but Alchemy is needed to mix any potions beyond that. Take a look at the potions section of Chapter 8 to see the many benefits of complex potion mixing. Druids and Sorcerers are best at Alchemy.

Merchant

If your party doesn't possess the Merchant skill, you'll be severely taken advantage of at shops. The Merchant skill greatly decreases what a character pays for shop items and services, and increases what the character gets for items he or she sells. Although all characters can benefit from having this skill, you can get away with having a single Merchant specialist. Just make sure that he or she does all your party's buying and selling. Clerics can reach grand master level in this skill, and Thieves can master it. Eventually, you'll want to have all characters that can learn this skill do so to reduce the cost of advancing in levels.

Class Mix and Skill Assignment

If your party is to be effective in a wide variety of adventure situations, it needs to be diverse. It makes good sense to have a mix of combat- and spell-oriented characters. It also helps to have a mix of characters capable of reaching the master or grand master levels in the widest range of skills–particularly in those listed above.

You also should pay attention when assigning each character its starting skills. Be careful to give characters skills they have good potential in. Avoid giving them ones they'll never be truly good at. For example, you *can* assign a Sorcerer the Merchant skill, but you shouldn't because they only hold it at the normal level of expertise. A better choice would be Identify Item, in which they can become a grand master.

Another thing to consider when assigning starting skills is what it will cost for characters to learn skills later in the game. Magic skills, Meditation, and Learning are more expensive than other skills. Characters that start with weapon, armor, or magic skills begin the game with equipment appropriate for the skill.

Starting Party Examples

Here are some examples of well-constructed starting parties. Many different mixes of attributes, skills, classes, races, and genders can be effective. A lot depends on your individual style of play. The key to making a party work is playing it with its strengths and weaknesses in mind.

One thing to know is that there's a magic fountain located near the game's starting location that permanently increases the Luck of characters that drink from it. (See Chapter 6, Emerald Island.) Each drink increases Luck +2 up to a maximum Luck score of 15. It can be drunk out of eight times and then takes two months to replenish. If you wait on the island for a few months (there's no consequence to this), you can raise all of your characters' Luck to 15. Doing so allows you to minimize their starting Luck score on the Create Party screen.

When you're playing, your characters will be arranged in a line. Where each character is in the line does make a difference. The characters in the middle have a clearer shot at targets than those on the edges. You should place characters that are effective ranged attackers in the middle positions. Alternatively, you can place your best ranged attackers on one edge. This way, in tight quarters (like in a corridor) you can press the opposite edge against the wall to clear the way for your ranged attackers.

Knight/Thief/Sorcerer/Cleric: Modified Default Party

The default party is very effective, but it can be improved. In this case, the Sorcerer is moved to a central position for a better field of fire. He also becomes an Alchemy and Identify Items specialist. The Sorcerer, Thief, and Cleric drop Leather in exchange for other skills–just be sure to pick up armor skills for them as soon as possible. Luck is reduced to take advantage of the luck fountain on Emerald Island.

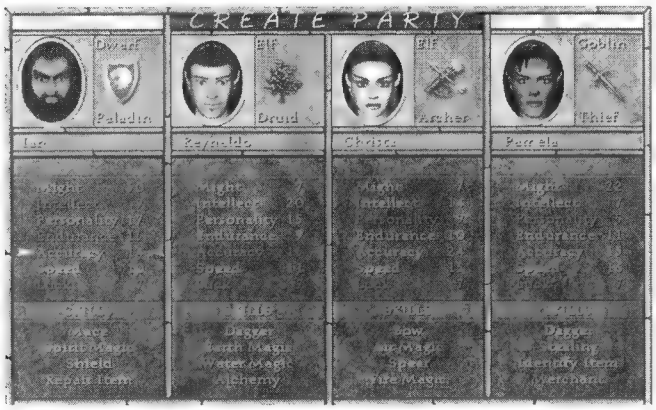
Knight/Monk/Sorcerer/Cleric

Although this party shares three classes with the default party, it's a radical departure. Most noticeably, the Thief has been dropped in favor of the Monk. This change gives you more fighting ability. Also, the distribution of attribute points is more extreme. Magic skills have been chosen for the Sorcerer and Cleric because they're more expensive to learn than more mundane skills. If playing this party, you'll have to make sure to pick up important combat and miscellaneous skills quickly.

Thief/Archer/Archer/Cleric

This party–centered around two Archers–specializes in long-range combat. The Thief adds a third bow to the mix, giving it three shooters right off the bat. At short range, the Thief and Archers engage with dagger and spear. Archers can master all four elemental magic skills, but you should have each concentrate on only two to increase their ability with a smaller set of spells. The Cleric is along to act as Healer, Alchemist, and Merchant, and to cast self magic.

Paladin/Druid/Archer/Thief

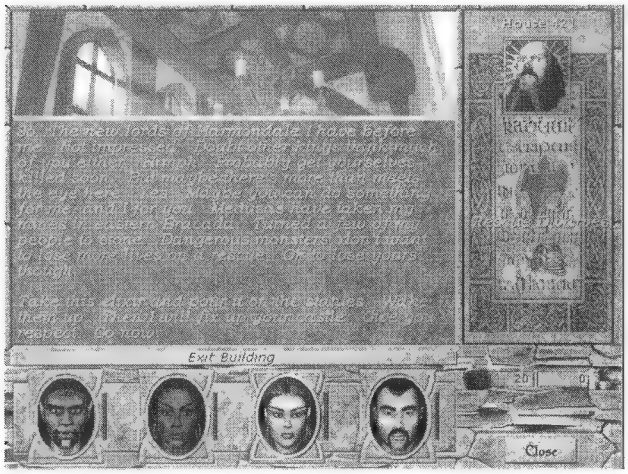


This party is based on character classes that can master effective combat and spellcasting skills–the Paladin, Druid, and Archer. The Thief is along to fight, disarm traps, identify items, and bargain at shops. If playing this party, be sure to pick up Body Magic for your Paladin on Emerald Island. Have him specialize in Body and Spirit magic. Split elemental magic expertise between the Druid and Archer. After you acquire good combat spells for your Paladin, Druid, and Archer, you'll have a party that is good at long- and short-range combat.

Chapter 3
Adventuring

After you get your new party set up on the Create Party screen, you're ready for adventure. The next two chapters are devoted to general advice for playing *Might and Magic VII*. This chapter discusses traveling, dungeon exploration, towns, and combat. As you play, your characters will pick up experience points that will qualify them to gain abilities by advancing their character level. Chapter 4 deals with character advancement.

Receiving and Completing Quests



Might and Magic VII is played by completing a series of quests. There are two types of quests, ones that you receive from characters and ones that just "exist" in Erathia.

Character quests are given to you in conversations with set characters. Set characters are those that appear when you enter doors to houses, government centers, throne rooms, shops, and the like. (An early example of a set character is Lord Markham on Emerald Island. See Chapter 6.)

When you receive a quest, it's a good idea to take notes. Although the game will automatically make an entry in your book of quests regarding what you have to do to complete a quest, the most complete information will come from the character that gives it to you.

The quests that simply "exist" concern the mysterious obelisks and shrines located all over Erathia, and the ArcoMage card game you can play in taverns. For more information on these, see Chapter 5.

Outdoor Adventure

Your adventure in the Erathian outdoors takes place on square region maps. Each region represents an area important to the game's story. When you travel to the edge of a region, you are given the option to travel to the next region. If you do so, the game automatically takes your party across the unimportant areas and you immediately arrive on the next region map. A map showing how the regions connect to each other is in Chapter 5.

Within a region, you'll find towns, entrances to dungeons and other indoor locations, mysterious obelisks, and many other interesting places to visit. But you must be careful as you explore. The Erathian countryside is a dangerous place, full of wandering creatures that won't hesitate to attack you. Each region is discussed in detail in Chapter 6, but here are some hints on how to deal with situations you'll find all over Erathia.

Towns

Almost all regions contain towns. Towns usually contain houses, shops, taverns, government centers, training halls, and other services. Although it's possible to be attacked by hostile creatures in towns, you can generally think of them as places to rest, advance, and equip your characters between episodes of adventure.

Shops and Services

You can buy, sell, repair, and identify items at shops. Shops also teach new skills. Each type of shop deals with a specific type of item, like weapons or potions. Selling items to shops is an important source of gold income. When you sell items, make sure to sell them out of the backpack of the character with the best Merchant skill. Have the same character make your shop purchases. He or she will get the best prices. To enter magic guilds, you must be a member. Memberships are available from characters in many houses for a nominal fee.

Most large towns contain a tavern, temple, and training hall. You can buy food or rent a safe room to rest in at taverns, or play a game of ArcoMage if you have a deck of cards (rules in Chapter 5.) In the temples you can heal your characters and, by doing so, remove any conditions affecting them (see Character Conditions below). You also can donate money at temples to improve your reputation (see Reputation below). Training halls are discussed in Chapter 4.

All shops and services teach new skills to characters who can learn them. The skill costs listed in the following table are the base costs for this service. Characters with the Merchant skill will spend less.

Table 3-1. Shops and Services

Location	*Items Sold/Services*	*Skills*	*Skill Cost*
Weapon Shop	Weapons	Combat (weapon use)	500
Armor Shop	Armor, Gauntlets, Shields, Helmuts	Combat (armor use)	500
Guilds of Self Magic	Learning Books	Spirit, Mind and Body Magic; Learning	1000
Guilds of Elemental Magic	Learning Books	Fire, Water, Air, and Earth Magic; Meditation	1000
Alchemist	Potions, Potion Ingredients	Identify Monster, Alchemy	500
Magic Shops	Belts, Capes, Helmets, Scrolls, Wands, Boots Potions, Rings, Gems, Learning Books	Identify Item, Repair Item	500
Temple	Heal your characters	Unarmed, Dodge, Merchant	500
Tavern	Food, safe room to rest in	Disarm Traps, Stealing, Perception	500
Training Hall	Train your characters	Body Building, Armsmaster	500

Houses

Enter all the houses you find and talk to the people inside. Not only are house characters sources of valuable information, they also may be guild members or teachers. For a price, teachers will increase the skill expertise of characters (see Chapter 4). Guild members sell guild memberships, which the party needs to enter the Self and Elemental Magic guilds. House characters will often give your party quests.

Banks

Erathia contains a network of banks. You can visit them and put gold into an account. Your party's account can be added to or drawn from at any bank in Erathia. Bank accounts pay no interest. Because you lose all the gold your party is carrying if your entire party dies, you can protect yourself from destitution by keeping some funds in the bank. Generally, though, it's simplest to keep your money with you and then re-load your last saved game if all your characters die

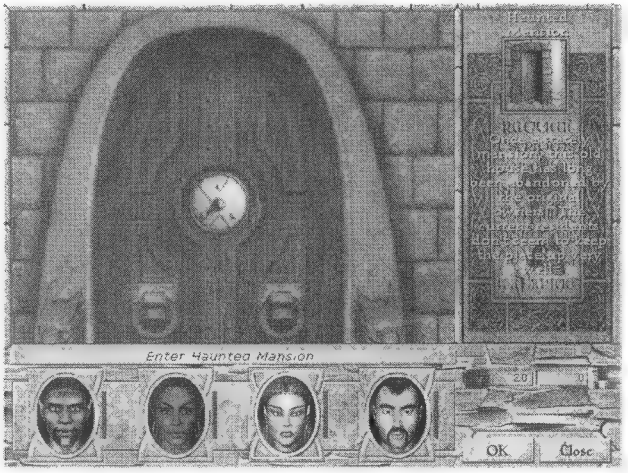
Town Halls

Many towns contain a town hall. You can pay fines that you've accumulated from failed thievery attempts (see Stealing, below). They also offer bounty hunts. Bounty hunts involve killing a specified creature and then returning to the hall by the end of the current month. If you do this, you'll collect a gold reward. If you want to do this, make sure to visit a town hall at the beginning of the month to give yourself the maximum amount of time to complete the task.

Stables and Docks

Most towns contain stables and/or a dock. Both act as a region-to-region transportation system. For a fee, they'll safely deliver you to a new location faster than you would get there on foot. This type of travel uses up no food, and the party arrives at its destination well rested. For a complete destination and time schedule, see Chapter 5.

Indoor Adventure



As you explore the Erathian countryside, you'll come across entrances to caves, castles, dungeons, temples, and many other indoor areas. Most quests are actually performed indoors, but really, there's little practical difference between the indoors and outdoors in terms of playing the game. The Inferno spell only works indoors. Meteor Shower, Fly, Starburst, Sunray, and Armageddon only work outdoors. Night and day only occur outdoors, so indoor areas don't receive natural light.

Party and Character Actions

Moving

There are many different ways to move your party around. Here is a look at the rules that run the physical universe of *Might and Magic VII*, and how they can be broken using various spells.

Walking and Running

Your party can move at one of two speeds–running or walking. Keep this in mind during combat, because it determines whether or not you can run away from monsters or catch up to ones running from you. The party's walking speed is 384, and its running speed is 768. These numbers make the most sense if you compare them to the movement speeds of different creatures (see Chapter 7).

By default, the game's keyboard controls are set up so that you run by holding down Shift while pressing the arrow buttons. Generally, it makes sense to run from location to location, simply because it takes less game time (and real time) to get around. Because you'll spend most of your time running, turn on Always Run in the Game Options Control menu. When Always Run is on, holding down Shift makes you walk.

You may occasionally find yourself blocked in by non-hostile creatures (like peasants) who are just standing in your way, preventing you from moving, or blocking doors. You can yell at them (by default, Y) to get them to move out of your way.

Jumping

Some barriers and small gaps can be jumped. On the default keyboard configuration, press X to jump. To give the party forward motion during a jump, you also must be running. You can use the Jump spell to increase the height of your jump. To use the spell to make a running jump:

1. Open the spell book of a character that knows the Jump spell.
2. Make Jump their Quick Spell by clicking on Jump and then press the Set Spell button.
3. Close the spell book.
4. Make sure that the character is the currently chosen one by clicking on his or her portrait.
5. Run the party in the direction you want to jump using the arrow keys and simultaneously press S when you reach the place you want to jump from. Keep holding the ↑ key through the jump to extend its range.

Falling and Slipping

Gravity affects the party and monsters. Monsters don't take damage from falls, but your characters do. For every 10 feet that your party falls, each character takes 10 percent of their maximum Hit Points in damage. A fall of 100 feet or more will kill your entire party. The Feather Fall spell can be used to safely fall any distance.

If your characters are standing on a steep hill, they'll slip as gravity pulls them down. You can safely descend any surface that has less than a 90° slope by slipping down it. To do this, walk carefully onto the slope and use the arrow keys to stay close to it as you slide down. Be careful not to jump away from the slope because you'll fall and possibly take damage. If the slope is steep enough, you won't be able to climb back up it, so be sure that you really want to go down before stepping off the edge.

Crossing Water

Normally, your movement is blocked when you come to the edge of a lake or river. However, you can move across water by making a running jump at the shoreline. This is a handy thing to remember because it will allow you to ford small streams and reach islands near shores. Use this with caution. Your characters take 10 percent of their maximum Hit Points in drowning damage every few seconds that they remain on water. This can be the death of your party if you fall into water and can't get out, so be careful. To safely cross water, use the Water Walk spell.

Flying

The Fly spell can only be cast outside, but it allows the party to, well, fly. Although there are only a couple of places where flying is necessary (in these cases, a Fly scroll is available), it's a very useful ability. Not only can you travel from place to place avoiding all natural obstacles, you also can avoid encounters with non-flying creatures. This will allow you to access some areas much earlier in the game than you would be able to otherwise. All these are compelling reasons to develop a character who can cast Fly (which requires the Air Magic skill at master expertise).

Teleportation

Erathia contains many doors and other portals that will teleport your party–often into situations of grave peril. It's a good idea to save your game before entering an unexplored teleporter. The Water Magic spells Town Portal and Lloyd's Beacon allow you to return to positions you have previously visited. Use them to return to places of safety.

Invisible Movement

Invisibility, a master-level Air Magic spell, allows you to sneak past monsters. This can make some impossible situations easy. It does, however, have its limitations. Your party becomes visible when it attacks, so you can't use Invisibility and kill monsters.

Stealing

Characters with the Stealing skill can attempt to pilfer items from shops and rob non-hostile creatures. To have the active character attempt to do this, Ctrl-click on the item you want to steal (in shops) or on the creature you want to steal from. The chance of success depends on several factors.

Stealing is Easier:

- the higher the character's Stealing skill
- the higher the Stealing skill's expertise level (major factor)
- the better the party's Reputation
- the lower the cost of the item you're attempting to steal
- the weaker the creature you're trying to steal from

Stealing is Harder:

- if you have failed a steal attempt from the shop or creature before
- the more often you've tried to steal in the current region
- if you're trying to steal from a tough creature
- the more valuable the item you're trying to swipe
- if the item is a weapon

Stealing Success/Failure

If you succeed in stealing from a shop, you get the item. If you succeed in stealing from a creature, then you have a chance of getting a random reward:

Table 3-2. Random Reward for Successfully Stealing from a Creature

Percent (Out of 100%)	*Reward*
40%:	Nothing
30%:	An item carried by the creature (or gold if the creature carries nothing)
30%:	Gold = (Stealing skill) x (Skill Rank), Skill Rank is: normal = 2, expert =4, master = 6, grand master = 10

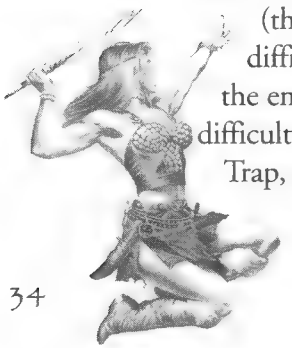
If you fail to steal from a shop, there's a chance that you will get the item you were trying to steal, but you always get kicked out of the shop and can't enter it again for 24 hours. If you fail to steal from a creature, then the creature will look upon you with disfavor. In either event, you're also assessed a fine. The amount of the fine depends on the toughness of the creature or value of the item–the tougher the creature or the more valuable the item, the higher the fine.

You must pay your fine at a town hall before you can safely enter a castle. If you try to enter a castle while you have a fine, the castle guards will automatically take the fine from the money you're carrying and your bank account. If you don't have enough gold to pay the fine, you're party will be thrown in jail to pay for your crimes.

Because the punishments for failing to steal are so high, it's a good idea to save your game before making a steal attempt. If you reload the game and fail more than a couple of times, your character probably doesn't have the skill needed to succeed. You can try again later if the character gets a higher Stealing level, or if your party's Reputation improves.

Disarming Traps

Several treasures are stored in containers protected by traps. Each trap has a difficulty number associated with it. For the trap to be disarmed, the character opening the chest (the active character) must have a Disarm Trap skill level higher than the trap's difficulty. If the character doesn't have sufficient skill, the trap goes off, damaging the entire party. Unfortunately, there is no way to know ahead of time what the trap's difficulty is. This is a good reason to develop a character with grand master Disarm Trap, which will give them the ability to bypass all traps 100 percent of the time.



Once you've set off a trap, it's disarmed. You may open the previously trapped container safely.

Finding Hidden Items and Secret Doors

The Perception skill is not actively used, rather it's applied automatically. Hidden items will be revealed only if you have a character with a high enough level of Perception. How high Perception needs to be for you to see a given item is preset in the game. Having a Perception grand master gives you a 100 percent chance of seeing all hidden items. Perception can reveal hidden doors, levers, and buttons. If they're revealed, you'll see them highlighted in red.

Drinking from Wells

You can have your characters drink from the wells located around Erathia. Most of these will have some effect on your characters–usually beneficial, but sometimes not. Each well's effect is explained in Chapter 6.

Combat

How effective your party is at combat is mostly dependent on your characters' attributes, combat skills, magic skills, and equipment. Regardless of how you play the game or develop your party, almost all of the challenges you face will require you to fight and defeat enemy creatures.

The rules that govern *Might and Magic VII* combat are really quite simple. When you approach hostile creatures, they will attack you. Some creatures have missile attacks and can attack you from a distance. Those that don't have missiles must be near your party to attack. Creatures with ranged attacks will try to engage you from a distance. Others will charge your party until they can attack. Your characters make ranged attacks with bow weapons and spells, and make hand-to-hand attacks with spells, empty fists, or held weapons.

How often your characters or creatures can attack or cast a spell depends on their Recovery rating. The lower a combatant's Recovery rating is, the more often they can attack. For each creature, this number is set. For your characters, Recovery depends on their combat skills, Speed, and equipment.

Missiles from bow and spell attacks fly through the air toward their targets. If a target creature moves out of the way of the flying missile, the attack will miss. Hand-to-hand and missile attacks that reach their targets have a chance to do damage based on the target's Armor Class. Spell attacks that reach their targets do damage based on the target's resistance to that type of spell.

Most creatures will retreat if they take a large amount of damage. How much damage they can take depends on their AI type. Creatures with Normal AI will retreat if they take 80 percent damage. Aggressive creatures will run if they take 90 percent damage. Suicidal creatures will never run, and Wimp creatures will run away as soon as hostilities ensue. AI Type, Recovery, Armor Class, and other combat-related stats are listed for each creature in Chapter 7.

"To Hit" Formula for Weapons

Whether a character's hand-to-hand attack does damage depends on his or her Attack Bonus and the target's Armor Class. For bow attacks, range is also a factor. Spell attacks automatically hit targets they reach.

Table 3-3. Range Multiplier for Ranged Attacks

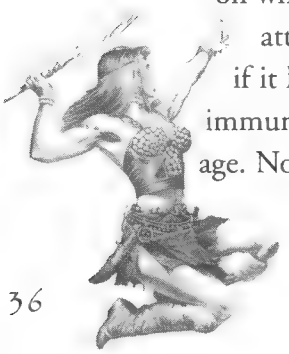
Range	*Distance to Target*	*Range Multiplier*
Short	0 to 40 feet	1
Medium	40 to 100 feet	1.5
Long	200 to 320 feet	2

The Range Multiplier for all hand-to-hand attacks is 1. Formula calculation:

1. attack number = (attack bonus x 2) + target Armor Class + 30
2. defense number = (target Armor Class + 15) x Range Multiplier
3. A random number between 1 and attack number is calculated.
4. If (random number -1) is greater than or equal to defense number, then the attack hits.

Damage and Resistance

Spells do Air, Fire, Water, Earth, Body, Spirit, Mind, Dark, or Light damage depending on what school of magic they belong to. Weapon attacks do Physical damage. If an attack hits its target, the target has a chance to take less damage from the attack if it has resistance to the type of damage the attack does. Some creatures are immune to certain types of damage, while others have attacks that do Energy damage. No creatures or characters have resistance or immunity to Energy attacks.



If a character has resistance to a particular type of attack, he or she has a chance to take half, quarter, or eighth damage from that attack. This is figured as follows:

1. If the character has no resistance to the attack type, he or she takes full damage.
2. Otherwise, a resistance check is made: Resistance number = Resistance + Luck + 30
3. A random number is determined between 1 and the Resistance number.
4. If the random number greater than 30, then the character resists the attack, otherwise he or she takes full damage.
5. If the character resists, then a second resistance check is made. If it fails, then half damage is dealt.
6. If the second resistance succeeded, then a third check is made. If it succeeds, then eighth damage is delivered. If it fails, then the damage is quarter.

Real Time vs. Turn Based

Pressing Return toggles the game between real-time and turn-based modes. In turn-based mode, the game marks time in rounds. Each round has an attack phase and a movement phase. During the attack phase, each character and creature performs any actions they are able to. How many actions a combatant can perform depends on the recovery time of each action. For example, a character with a high Speed using a light-weight dagger might get two attacks in a round, whereas a character swinging a much slower axe might get only one. After all attacks are performed, then combatants get a chance to move a short distance.

Which mode is best for conducting combat depends on the situation. Turn-based mode slows down the pace of the game so that you can make calculated decisions and precisely target attacks. Also, you can adjust your characters' equipment and even pass around items between each attack. On the downside, you can't move while your enemies are attacking. In real-time mode, you can dodge enemy missiles and spells, but they can dodge yours, too.

Real-time mode is great for charging enemies to engage them with hand-to-hand fighting specialists. It's also good if you want to run away from nearby enemies so you can engage them with ranged attacks. If you want to perform a series of precise actions, turn-based mode is better. In most battles, you'll toggle between the modes as needed.

Character Conditions

Your characters can be affected by a wide variety of conditions. These include, spells, some monster attacks, and drinking from wells, among other things. For example, they can become Drunk, Insane, Weak, or even Dead. Characters can be brought back to normal by healing them at temples or by having the correct healing spell cast on them.

Generally, you should try to keep your characters in Good condition. If you don't have a character who has a strong mix of Mind, Body, and Spirit spells, and/or has the Alchemy skill, make sure you know the location of the closest temple. Condition-affected characters will greatly weaken your party. There's an exception: Characters that don't use magic can gain benefits from being Insane. This condition reduces the Personality and Intellect attributes used by spellcasters, but increases Endurance and Speed, and doubles Might.

The following table shows how various conditions affect character attributes. The numbers listed are percentages.

Table 3-4. Condition Effects on Attributes

Condition	*Might*	*Intellect*	*Personality*	*Endurance*	*Accuracy*	*Speed*	*Luck*	*Cure*
Good (normal)	100	100	100	100	100	100	100	–
Afraid	120	50	50	100	50	120	100	Remove Fear
Asleep	100	100	100	100	100	100	100	Awaken, resting
Cursed	100	100	100	100	100	100	100	Remove Curse
Dead	100	100	100	100	100	100	100	Raise Dead
Disease 1	60	100	100	60	60	60	100	Cure Disease
Disease 2	30	60	60	30	30	30	100	Cure Disease
Disease 3	10	30	30	10	10	10	100	Cure Disease
Drunk	50	25	25	50	10	20	200	Resting
Eradicated	100	100	100	100	100	100	100	Resurrection
Insane	200	10	10	150	100	120	100	Cure Insanity
Poisoned 1	75	100	100	75	75	75	100	Cure Poison
Poisoned 2	50	75	75	50	50	50	100	Cure Poison
Poisoned 3	25	50	50	25	25	25	100	Cure Poison
Paralyzed	100	100	100	100	100	100	100	Cure Paralysis
Stoned	100	100	100	100	100	100	100	Stone to Flesh
Unconscious	100	100	100	100	100	100	100	Resting, Hit Points above 0
Weak	100	100	100	100	100	100	100	Cure Weakness, resting
Zombie	100	1	1	100	50	50	100	Temple

- Good is the normal state characters are in when they're not affected by conditions.
- Asleep characters wake after resting or being attacked.
- Cursed characters automatically fail attacks and spells 50 percent of the time.
- Weak characters lose Hit Points over time. Their attacks do half damage.
- Poisoned and Diseased characters lose half their Hit Points the first time they rest after receiving the condition.
- You can transform a Dead character into a Zombie by casting Reanimate on them. Zombies have half the Hit Points they would have when Good, and don't regain Hit or Spell Points during rest.

Resting and Food

It's important to have your characters heal and rest (also known as camping) at least once every 24 hours. If they don't, they'll become weak. Resting and healing restores lost Hit Points and Spell Points, and cures many conditions. Your characters can only rest in a safe place where no hostile creatures are nearby. Make sure that where you choose to camp will remain safe for eight hours. If hostile creatures chance upon your sleeping party, you'll have to face them with a single character until the others are awakened by being attacked or the Awaken spell is cast.

Table 3-5.

Food Use by Terrain Type

Terrain	*Food Use*
Grass:	1
Dirt:	2
Road:	2
Inside:	2
Snow:	3
Marsh:	3
Wasteland:	4
Dessert:	5

You can only heal and rest if you have enough food to make camp. How much food is needed depends on what terrain the party is standing on when you choose to camp. If you don't camp, food is used up at the rate of 1 unit per day. Table 3-5 shows food use when healing and resting, by terrain type.

When you travel from one region to another on foot, food is used up. When you reach the edge of a region map, a display tells you how many days it takes to travel to the next region. During such travel, food is used at 1 unit per day. If you have enough food for the journey, your characters will arrive well rested as if they have camped. Otherwise, they'll arrive weak.

Reputation

Your party's Reputation affects how much it costs to purchase goods and services, and your chance of success at stealing from shops and creatures. The game keeps track of a separate Reputation value for each region of Erathia. This means that you can commit all sorts of vile acts in one area without it affecting what people think of you in another. Likewise, the great deeds that you've accomplished won't mean anything to shopkeepers in a place you've never visited before.

The game thinks of your Reputation as a number. The higher your Reputation, the more despised you are. The lower it is, the more liked you are. While you can't know exactly what your Reputation value is, you can estimate it based on the label shown on the Quick Reference screen. Table 3-6 gives the value associated with each label, while Table 3-7 refers to how actions affect your Reputation.

Table 3-6.
Reputation Value

Reputation	*Value*
Hated:	25 or above
Unfriendly:	6 to 24
Neutral:	-5 to 5
Friendly:	- 24 to -6
Liked:	-25 or below

Table 3-7. Action Effects on Reputation

Action	*Effect on Reputation*
Succeed at Stealing:	+1
Fail at Stealing:	+2
Kill a Peasant:	+2
Kill a Guard:	+2
Complete a Quest:	-5 to -10
Donating at a Temple:	-1 (only five times per region)

Chapter 4
Character & Party Development

When the game begins, your characters are weak neophytes, barely able to survive an encounter with a couple of sewer rats. By game's end, they'll face and defeat mighty dragons, packs of titans, and hordes of mighty warriors. This chapter looks at how your party becomes more powerful through character development.

As you play through the adventure, your characters gain *experience points* by completing quests and defeating creatures. The tougher the quest or creature, the more experience points it is worth. Experience points gained by your party are distributed evenly among all characters that aren't incapacitated (dead, stoned, or eradicated). Once a character gains enough experience points, he or she becomes eligible to train for the next *character level* at a training hall. At each new level, a character's Hit and Spell Point maximum values go up, and they gain *Skill Points.*

You spend Skill Points to advance the levels of a character's skills. Once a character has a skill at a high enough level, he or she can learn that skill at a higher expertise level (expert, master, or grand master) if the expertise level is attainable by his or her character class. Holding a skill at a higher level and expertise gives a character many benefits (see Skills below).

Each character class has four ranks: a starting rank, first promotion, and a second promotion–one for the path of light and one for the path of dark. Ranks are gained by completing promotion quests. Gaining a higher rank increases how much it costs for a character to train to the next level. Promoted Characters do, however, receive more Hit and Spell Points per level then they did at lower ranks. Higher ranks give characters access to new skills and allow them to learn existing skills at higher expertise levels.

Characters can gain temporary or permanent bonuses to their attributes and other personal statistics by consuming potions, or from drinking from fountains and barrels that you'll find throughout Erathia. A character's attributes and skill levels also can be increased by various items worn and wielded.

Wands, scrolls and potions give all characters the ability to use magic. Spellcasting characters can use learning books to add new spells to their spell books. Once a spell is inscribed in his or her spell book, a character can cast it repeatedly.

Gaining Character Levels

As characters go up in character level, they require an increasing amount of experience points to gain new levels. The cost to train them also goes up. What it costs to train a character from one character level to the next depends on the character's current level and rank. To successfully complete the game, you will have to develop your characters to level 50-70.

The formula for experience points needed for the next level is:

Experience needed = Experience needed for current level + (current level x 1,000)

This works out accordingly:

Table 4-1. Experience Needed For Level Advancement

Level (Through 6)	*Experience Needed*
1	1000
2	3000
3	6000
4	10,000
5	15,000
6	21,000

The formula for cost of training is:

Training Cost = Hall Base Cost x current level x rank

Hall Base Cost can be from 10 to 80 gold. Rank is 1 for starting rank, 2 for first promotion, and 3 for second promotion. If the training character has the Merchant skill, Training Cost can be reduced to a minimum of one-third of the Hall Base Cost (for cost reduction formula, see "Merchant" under the "Miscellaneous Skills" section below).

At each level, a character gets a bonus to its Hit Point and Spell Point maximums. These figures are calculated based on the formula below. *Attribute Bonus* is the bonus gained from Endurance for Hit Points, and Personality and/or Intellect for Spell Points. When a character is promoted, his or her Spell and Hit Point maximums are recalculated:

Hit/Spell Point maximum = (Points per rank x level) + Attribute Bonus + starting value

Table 4-2. Spell and Hit Points by Level

Class	*Starting Values*		*Hit Points Per Level*			*Spell Points Per Level*		
	Hit Points	*Spell Points*	*Base*	*First Promotion*	*Second Promotion*	*Base*	*First Promotion*	*Second Promotion*
Knight	40	0	5	7	9	0	0	0
Thief	35	0	4	6	8	0	1	1
Monk	35	0	5	6	8	0	1	1
Paladin	30	5	4	5	6	1	2	3
Archer	30	5	3	4	6	1	2	3
Ranger	30	0	4	5	6	0	2	3
Cleric	25	10	2	3	4	3	4	5
Druid	20	10	2	3	4	3	4	5
Sorcerer	20	15	2	3	3	3	4	6

Skill Development

Your characters each start with four skills and can gain new ones by learning them at shops. Each skill has a skill level and expertise level. While the effects of level and expertise are different for each skill, the higher they are, the better the character knows the skill. Skill level is raised by spending Skill Points earned when characters gain new character levels. The Skill Point Cost to reach a new skill level is equal to the skill level you're paying for. For example, to raising a character's Alchemy skill level from 4 to 5 costs 5 Skill Points.

To reach a given level of skill expertise, the character must find and pay the proper Teacher in one of the many houses scattered around Erathia. Each Teacher teaches one skill at one level of expertise. Further, each Teacher will only teach the skill expertise to characters who meet the proper rank, character class, skill expertise, and skill level requirements.

Table 4-3. Skill Expertise

Expertise Level	*Experience Needed*
Normal	None. This is the expertise level of a newly learned skill.
Expert	Hold this skill at normal expertise at level 4 or greater.
Master	Hold this skill at expert expertise at level 7 or greater.
Grand Master	Hold this skill at master expertise at level 10 or greater.

Each time your characters go up a level, they gain Skill Points according to the following formula:

Skill Points gained = (New Level÷10) + 5

Any fractions are rounded down, so at levels 1 through 10, a character gains 5 points, and 6 points at levels 11 through 20.

As you play, it becomes very apparent that Skill Points are the scarcest resource in the game. To succeed, you'll have to spend them wisely. Early on, figure out which characters you want to have what skill at what level, and stick to the plan. There is, for example, no reason to spend your points developing Leather and Chain for a single character because a character can only wear one type of armor at a time. It's better to have each character specialize in one type of armor. Likewise, there are skills that you should only develop for one of your

characters. For example, Stealing is used by only one character at a time, so you don't gain any benefits for having multiple Stealing specialists. Rather, give it to one character and have them do *all* of your Stealing.

You almost certainly won't have enough Skill Points to develop strong specialists in all of the available skills, nor do you need to. It's better to play to the strength of your characters' classes than to try to make up for their deficiencies. Sorcerers can only gain Bow at normal expertise, so it is inefficient to spend a lot of points boosting this skill to give them a decent long-range attack. Those points are better spent on, say, Fire Magic, in which Sorcerers excel.

That doesn't mean that you shouldn't give the Bow skill to your Sorcerers. In some cases, it's good to give skills to your characters and then develop them lightly or not at all. Bow gives your characters a long-range attack that they can use even after they've run out of Spell Points, wand blasts, and scrolls. Other undeveloped skills that give significant benefits to any character include Learning, Perception, and Merchant. Magic specialists should get weapon and armor skills so they can use these items. Likewise, characters that can use magic, but specialize in other skills (like the Thief and Monk) should pick up some magic skill so their Spell Points don't go to waste.

If your party seems to be handling its current quests well, you may consider saving up your Skill Points and using them as needed. For example, you could raise a character's Fire Magic and Earth Magic skills to expert level 4, and hold onto 18 Skill Points so you can raise one of the skills to 7 when you find a Master Teacher.

Weapon Skills

Before a character can use a particular type of weapon, it must possess the skill to use that weapon. Different skills have different effects at different levels of expertise. When a weapon skill adds to a character's Attack Bonus, their chance to hit with that particular type of weapon is increased. Damage Bonuses increase the amount of damage a weapon does when it hits. Recovery Bonuses decrease the time between when a character attacks and when they can make another action.

Some weapon skills allow characters to use two weapons. Each dual-weapon attack is treated as a single attack and recovers at the rate of the slower weapon. Damage, Attack, and Recovery Bonuses for both weapons are added together, so dual-weapon attacks have a high chance to hit and inflict massive damage when they do.

If a character doesn't have a weapon, then it attacks with its hands and feet. The Unarmed skill enhances a character's ability to fight without a weapon. This skill doesn't come into play unless a character isn't holding a weapon. The character can still use a bow, and can have a staff if he or she has the Staff skill at grand master level. Armsmaster Bonuses affect all weapon and unarmed attacks.

Armsmaster

Normal:	Skill level reduces Recovery time for all weapon and unarmed attacks.
Expert:	Skill level is added to Attack Bonus.
Master:	Skill level is added to Damage.
Grand Master:	All previous bonuses are doubled.

Axe

Normal:	Skill level is added to Attack Bonus.
Expert:	Skill level reduces Recovery time.
Master:	Skill level is added to Damage.
Grand Master:	There is a chance that a target's Armor Class is halved.

Bow

Normal:	Skill level is added to Attack Bonus.
Expert:	Skill level reduces Recovery time.
Master:	Bow fires two arrows for each attack.
Grand Master:	Skill level is added to Damage.

Dagger

Normal:	Skill level is added to Attack Bonus.
Expert:	Can hold a dagger in the left hand (dual weapon).
Master:	Skill level equals chance to do triple Damage.
Grand Master:	Skill level is added to Damage.

Mace

Normal:	Skill level is added to Attack Bonus.
Expert:	Skill level is added to Damage.
Master:	Skill level equals chance to stun target.
Grand Master:	Skill level equals chance to paralyze target.

Spear

Normal:	Skill level is added to Attack Bonus.
Expert:	Skill level is added to Damage.
Master:	Spear can be held in one hand.
Grand Master:	Skill level is added to Armor Class.

Staff

Normal:	Skill level is added to Attack Bonus.
Expert:	Skill level is added to Armor Class.
Master:	Skill level equals chance to stun target.
Grand Master:	Staff is usable with Unarmed skill.

Sword

Normal:	Skill level is added to Attack Bonus.
Expert:	Skill level reduces Recovery time.
Master:	Sword may be used in left hand (dual attack).
Grand Master:	Skill level is added to Armor Class.

Unarmed

Normal:	Skill level is added to Attack Bonus.
Expert:	Skill level is added to Damage.
Master:	Double skill level is added to Attack Bonus and Damage.
Grand Master:	Skill level equals chance to evade incoming attacks.

Armor Skills

As with weapon use, a character must possess the proper armor skill before they can use a particular type of armor. Leather, chain, and plate armor are worn on the body, and shields are held in the left hand. Each piece of armor adds a Recovery penalty that increases the time it takes a character to Recover from their actions. Expertise effects can reduce or eliminate this penalty.

The Dodging skill comes into play only if the character is wearing no armor, with the notable exception that Monks with grand master Dodging can gain the benefits of the skill while wearing leather armor.

Chain

Normal:	Skill level is added to Armor Class.
Expert:	Recovery penalty is halved.
Master:	Recovery penalty is eliminated.
Grand Master:	Physical damage is reduced to two-thirds.

Dodging

Normal:	Skill level is added to Armor Class.
Expert:	Double skill level is added to Armor Class.
Master:	Triple skill level is added to Armor Class.
Grand Master:	Monks can use Dodging with leather armor skill.

Leather

Normal:	Skill level is added to Armor Class.
Expert:	Recovery penalty is eliminated.
Master:	Double skill level is added to Armor Class.
Grand Master:	Skill level is added to Earth, Air, Water, and Fire Resistances.

Plate

Normal:	Skill level is added to Armor Class.
Expert:	Recovery penalty is halved.
Master:	Physical damage is halved.
Grand Master:	Recovery penalty is eliminated.

Shield

Normal:	Skill level is added to Armor Class.
Expert:	Recovery penalty is eliminated.
Master:	Double skill level is added to Armor Class.
Grand Master:	Gives protection as the Shield spell.

Miscellaneous Skills

Alchemy

All characters can mix *simple* potions by combining an empty potion bottle and a reagent (potion ingredient). The Alchemy skill allows characters to mix potions with other potions to create *complex*, *compound* (a.k.a. *"layered"*), *white*, and *black* potions. If you try to mix potions without the appropriate Alchemy expertise, the potions blow up, you lose the ingredients you're mixing, and the party takes damage. A complete list of potion mixing recipes is in Chapter 8.

To mix a *simple* potion, get an empty bottle and a reagent in a character's backpack, pick up the reagent and then right-click it over the bottle. To mix two potions, pick up one and right-click it over the other. Each potion ingredient has a power level. When you mix ingredients, the character's Alchemy skill is added to the power of the resulting potion.

Alchemy is one of those skills that you only have to have one character develop. Just make sure to mix potions in that character's backpack.

Normal:	**Character can combine simple potions into complex potions.**
Expert:	**Character can mix compound potions from complex potions.**
Master:	**Character can mix white potions from compound potions.**
Grand Master:	**Character can mix black potions from white potions.**

Body Building

The Body Building skill adds to a character's Hit Point maximum. How much is different for each character class. Base Hit Points used in the formulas below are available for each character class in the *Spell and Hit Points by Level* table earlier in this chapter.

Normal:	**Hit Point Bonus = Base Hit Points x skill level**
Expert:	**Hit Point Bonus = 2 x Base Hit Points x skill level**
Master:	**Hit Point Bonus = 3 x Base Hit Points x skill level**
Grand Master:	**Hit Point Bonus = 5 x Base Hit Points x skill level**

Identify Item

When you pick up new equipment, it is *unidentified.* When you right-click on identified items, information about them is displayed; no information is displayed for unidentified items. You can use unidentified items, but you must guess their effects based on what you see when you use them and/or how they affect your characters' statistics. Although you can pay a shop to identify items for you, it can save a lot of time and money to develop a character with this skill.

Each item has an *Identify/Repair* rating that is used to calculate the success of Identify Item attempts. To succeed at identifying an item, a character must have an *Identify Item Power* higher than the item's Identify/Repair rating. Chapter 8 contains a complete list of items with their Identify/Repair ratings.

Normal:	**Identify Item power = skill level**
Expert:	**Identify Item power = 2 x skill level**
Master:	**Identify Item power = 3 x skill level**
Grand Master:	**All identifying attempts succeed.**

Identify Monster

When you right-click on a creature, a display appears containing information about it. If you have no character with the Identify Monster skill, all you'll see is a bar displaying how much damage the creature has taken. The Identify Monster skill increases how much information is displayed if the character has a high enough Identify Monster power. The tougher the creature is, the higher the character's Identify Monster power must be.

Consider not developing this skill in your party, because Chapter 7 contains grand master Identify Monster statistics for all creatures in the game. If you do develop the skill, do so for only one character.

Normal:	Identify Monster power = skill level. Hit Points and Armor Class are displayed.
Expert	Identify Monster power = 2 x skill level. Attack Type and Damage are displayed.
Master:	Identify Monster power = 3 x skill level. Creature's spells are displayed.
Grand Master:	100% Success. Resistances are displayed.

Learning

The Learning skill increases the number of experience points a character receives when you complete quests or kill monsters. Experience points are increased for each level of expertise as shown below. After you've acquired basic skills and equipment for your characters, you should give them Learning as soon as you can afford to. Even if you never spend Skill Points to increase the skill's level, it'll give them a 10 percent bonus to their experience points, allowing them to train for new character levels more often.

In the formulas below, "EP" means "Experience Points," and is the amount of experience points the character would receive without the skill for a quest or killing a monster. "Total EP" is how many they receive with the skill.

Normal:	Total EP = (EP x skill level x .01) + EP
Expert:	Total EP = (EP x skill level x .02) + EP
Master:	Total EP = (EP x skill level x .03) + EP
Grand Master:	Total EP = (EP x skill level x .05) + EP

Disarm Trap

As mentioned in Chapter 2, the ability to open trapped chests without taking damage is vital to your party's success. You can do this using the master level Earth Magic spell, Telekinesis, but you'll be far into the game before you can develop a character able to cast it. So generally, it's a good idea to develop a character with Disarm Trap.

Each map has a Trap Value (listed in Chapter 6) that represents how difficult it is to disarm all of the traps on that map. To disarm a trap, a character must have a Disarm Trap power higher than the current map's Trap Value. You only need to develop this skill for one of your characters. Just make sure that character is the active one when you go to open a chest.

Normal:	Disarm Trap power = skill level
Expert:	Disarm Trap power = skill level x 2
Master:	Disarm Trap power = skill level x 3
Grand Master:	All disarming attempts succeed.

Meditation

The Meditation skill adds to a character's Spell Point maximum. How much is added is different for each character class. *Base Spell Points* used in the formulas below are available for each character class in the *Spell and Hit Points by Level* table earlier in this chapter. The *Spell Point Bonus* is added to the character's Spell Point maximum.

Normal:	**Spell Point Bonus = base Spell Points x skill level**
Expert:	**Spell Point Bonus = 2 x base Spell Points x skill level**
Master:	**Spell Point Bonus = 3 x base Spell Points x skill level**
Grand Master:	**Spell Point Bonus = 5 x base Spell Points x skill level**

Merchant

The Merchant skill reduces the cost of items purchased at shops and the cost of shop services like repairing items or training for new levels. It also increases how much you get when you sell items to shops. In the formulas below, *Merchant Factor* represents the character's Merchant skill level and expertise and *Value* is the true value of the item or service (see Chapter 6 for the cost of services, and Chapter 8 or right-click on identified items for item values). *Shop Multiplier* represents how much a shop will try to overcharge you for an item, and is different for each shop as listed in Chapter 6.

Note that characters with grand master Merchant skill always get the best price, so the formulas don't apply to them. You should also know that the selling price for an item is set by the Merchant skill of the character whose inventory you're selling it from.

Normal:	**Merchant Factor = skill level**
Expert:	**Merchant Factor = 2 x skill level**
Master:	**Merchant Factor = 3 x skill level**
Grand Master:	**Character buys and sells at item or service value.**

The formula for buying an item or service is:

Cost = ((Value x Shop Multiplier) x (100 – Merchant Factor)) ÷ 100

The formula for selling an item to a shop is:

Adjusted Cost = Value ÷ (Shop Multiplier + 2)

Sell Price = ((Adjusted Cost x (100 – Merchant Factor)) ÷ 100

Perception

The Perception skill gives your players a chance to see concealed features like secret doors, hidden treasures, and trapped Floor Tiles. Each map has a Perception Value (listed in Chapter 6). For your party to see hidden features on a map, a character in the party must have a Perception power higher than the map's Perception Value. Perception also gives a character a chance to avoid damage from exploded traps.

Normal:	**Perception power = skill level**
Expert:	**Perception power = skill level x 2**
Master:	**Perception power = skill level x 3**
Grand Master:	**All hidden features are revealed. Perception Power = 10,000**

The formula for avoiding trap damage is:

1. A random number is generated between 0 and (20 + Perception power).
2. If the Random Number is greater than 20, then the character avoids the damage.

Repair Item

Various attacks will break items your characters are carrying. The item becomes useless until repaired. Although you can have items repaired at shops for a cost, characters with the Repair Item skill can fix broken equipment in the field. To have a character attempt to repair an item, place the item in that character's inventory and then right-click on it.

Each item has an Identify/Repair rating that's used to calculate the success of Repair Item attempts. To succeed at repairing an item, a character must have an Repair Item power higher than the item's Identify/Repair rating. Chapter 8 contains a complete list of items with their Identify/Repair ratings.

Normal:	**Repair Item power = skill level**
Expert:	**Repair Item power = 2 x skill level**
Master:	**Repair Item power = 3 x skill level**
Grand Master:	**All repair attempts succeed.**

Stealing

Stealing is dealt with in complete detail in Chapter 3. Characters with the Stealing skill can pilfer items from shops and pick the pockets of non-hostile creatures.

Normal:	**Stealing gives a chance to succeed at stealing attempts.**
Expert:	**The effect of the skill is doubled.**
Master:	**The effect of the skill is tripled.**
Grand Master:	**The effect of the skill is quintupled.**

Magic Skills

There are nine schools of magic–Earth, Air, Water, Fire, Spirit, Body, Mind, Dark, and Light. To cast the spells of a given school, a character must possess the applicable magic school skill. Some spells are harder to learn than others. To learn the harder spells, the character must know the magic school skill at a high enough level of expertise. Expertise also increases the effectiveness of spells when they are cast. This effect is different for each spell.

Spells of the Air Magic School

Normal Level Air Magic Spells

Wizard Eye

This spell reveals the location of creatures and other features on the Automap (the overhead map in the upper right corner of the main adventure view). Creatures are only shown after you have come close enough to see them, but other map features are revealed even if they exist in unexplored portions of the map.

Spell Point Cost: 1

Normal:	**Causes Automap to reveal location of creatures. Duration is one hour per point of caster's Air Magic skill.**
Expert:	**Location of treasure is shown.**
Master:	**Other points of interest are indicated.**
Grand Master:	**Casting cost is zero.**

Feather Fall

Feather Fall is useful for getting to the bottom of pits or jumping off bridges and cliffs.

Spell Point Cost: 2

Normal:	**Slows your party's rate of fall so it doesn't take damage from falls. Duration is five minutes per point of caster's Air Magic skill.**
Expert:	**Duration is 10 minutes per point of skill.**
Master:	**Duration is one hour per point of skill.**
Grand Master:	**Faster Recovery rate.**

Air Resistance

Cast Air Resistance before going into battle with creatures whose attacks deal Air damage.

Spell Point Cost: 3

Normal:	**Increases all of your character's resistance to Air Magic by one per point of caster's Air Magic skill. Duration is one hour per point of skill.**
Expert:	**Resistance increase is doubled.**
Master:	**Resistance increase is tripled.**
Grand Master:	**Resistance increase is quadrupled.**

Sparks

Sparks has a very low Recovery rate and can damage several creatures at once. The spark missiles bounce around, so it's most effective in confined spaces.

Spell Point Cost: 4

Normal:	**Fires three small balls of lightning that bounce around until they hit something or dissipate. Each spark does 2 points of damage plus 1 per caster's Air Magic skill.**
Expert:	**Faster Recovery. Five sparks are cast.**
Master:	**Even faster Recovery. Seven sparks are cast.**
Grand Master:	**Fastest Recovery. Nine sparks are cast.**

Expert Level Air Magic Spells

Jump

Tips on using the Jump spell are in Chapter 3.

Spell Point Cost: 5

Expert:	**Your party makes a high leap, taking no damage from the jump.**
Master:	**Faster Recovery.**
Grand Master:	**Even faster Recovery.**

Shield

Shield is best cast when facing large numbers of creatures that fire arrows and other missiles that do Physical damage.

Spell Point Cost:	**8**
Expert:	**Incoming missiles do only half damage. Duration is one hour plus five minutes per point of caster's Air Magic skill. Spell only works outdoors.**
Master:	**Duration is one hour plus 15 minutes per point of skill.**
Grand Master:	**Duration is one hour per point of skill.**

Lightning Bolt

This spell's missile is very fast, making it difficult to avoid. It does good damage for its casting cost.

Spell Point Cost: 10

Expert:	**Fires a bolt of lightning at a single target. Damage is 1-8 per point of caster's Air Magic skill.**
Master:	**Faster Recovery.**
Grand Master:	**Even faster Recovery.**

Master Level Air Magic Spells

Invisibility

Use of Invisibility is covered in Chapter 3.

Spell Point Cost: 15

Master:	**Makes the party invisible to creatures. Duration is 10 minutes per point of caster's Air Magic skill. If the party speaks or attacks, the spell is broken. Invisibility can't be cast when creatures are nearby.**
Grand Master:	**Duration is one hour per point of skill.**

Implosion

Implosion has a high Spell Point Cost compared to the damage it does, but it always hits.

Spell Point Cost: 20

Master:	**Creates a thunderclap implosion around a single target by destroying its surrounding air. Damage is 10 points plus 1-10 per point of caster's Air Magic skill.**
Grand Master:	**Faster Recovery.**

Fly

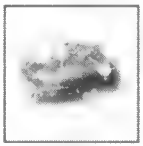
This is the game's best mobility spell. Its use is discussed in Chapter 3.

Spell Point Cost: 25

Master:	**Your party can fly for the duration of the spell, which is 1 hour per point of caster's Air Magic skill. For every five minutes the party is in the air, an additional Spell Point is drained from the caster.**
Grand Master:	**No Spell Point drain.**

Grand Master Level Air Magic Spell

Starburst



This spell creates a wide area of destruction, so make sure that you target a creature far away from your party and any other target you don't want to damage.

Spell Point Cost: 30

Grand Master: **Calls 20 stars from the heavens that smite and burn creatures in a large area around the target creature. Each star does 20 points of damage plus 1 per point of caster's Air Magic skill. Only works outdoors.**

Spells of the Body Magic School

Normal Level Body Magic Spells

Cure Weakness

This spell removes the Weakness condition from affected characters. Weakness also can be removed by resting and healing, but if you can't rest because you've run out of food, Cure Weakness makes a great substitute.

Spell Point Cost: 1

Normal: **If cast in time, removes effects of Weakness on target character. Works if target character has been afflicted by Weakness for less than three minutes per point of caster's Body Magic skill.**

Expert: **Works for one hour per point of skill.**

Master: **Works for one day per point of skill.**

Grand Master: **No time limit.**

Heal

When your party is in hostile territory, it can't regain lost Hit Points by resting, so it must regain them through the use of potions, items, and spells like Heal.

Spell Point Cost: 2

Normal: **Restores lost Hit Points to a single target. Damage healed is 5 points plus 2 per point of caster's Body Magic skill.**

Expert: **Amount healed is 5 plus 3 per point of skill.**

Master: **Amount healed is 5 plus 4 per point of skill.**

Grand Master:Amount healed is 5 plus 5 per point of skill.

Body Resistance

Cast this spell when going into battle with creatures that can cast Harm or Hammerhands, and whose attacks can poison their targets.

Spell Point Cost: 3

Normal:	**Increases all of your characters' resistance to Body Magic by one per point of caster's Body Magic skill. Duration is one hour per point of skill.**
Expert:	**Resistance increase is doubled.**
Master:	**Resistance increase is tripled.**
Grand Master:	**Resistance increase is quadrupled.**

Harm

Harm's missile travels at medium speed and is a good combat spell for lower-level characters.

Spell Point Cost: 4

Normal:	**Inflicts magical damage directly on target creature. Damage is 8 plus 1-2 per point of caster's Body Magic skill.**
Expert:	**Faster Recovery rate.**
Master:	**Faster Recovery rate.**
Grand Master:	**Fastest Recovery rate.**

Expert Level Body Magic Spells

Regeneration

This spell is great to cast on your characters when you're going on extended adventures far from temples. It greatly increases their ability to survive a long string of battles.

Spell Point Cost: 5

Expert:	**Target character heals one Hit Point per minute while the spell is active. Duration is one hour per point of caster's Body Magic skill.**
Master:	**Heals three Hit Points per minute.**
Grand Master:	**Heals 10 Hit Points per minute.**

Cure Poison

There are many attacks that will poison your characters. The Poisoned condition is greatly debilitating, so make sure that you can heal poisoned characters using potions, or the Cure Poison spell.

Spell Point Cost: 8

Expert:	**If cast in time, cures the effects of poison on a character. Works if target character has been poisoned for less than one hour per point of caster's Body Magic skill.**
Master:	**Works for one day per point of skill.**
Grand Master:	**No time limit.**

Hammerhands

Hammerhands only works on unarmed combatants, so it's best cast on Monks with high Unarmed skill levels.

Spell Point Cost: 10

Expert:	**Gives unarmed combatant a bonus to hit, and causes Unarmed attacks to do Body damage equal to the normal Physical damage of the attack.**
Master:	**Faster Recovery rate.**
Grand Master:	**Spell affects entire party.**

Master Level Body Magic Spells

Cure Disease

Disease greatly reduces a character's attributes and prevents them from healing normally, so you should make sure you can cure disease with potions or the Cure Disease spell.

Spell Point Cost: 15

Master:	**If cast in time, removes the effects of disease on target character. Works if character has been diseased for less than one day per point of caster's Body Magic skill.**
Grand Master:	**No time limit.**

Protection from Magic

This is one of the most generally useful protection spells. Cast it when going into battle against creatures with special attacks.

Spell Point Cost: 20

Master:	**Grants entire party immunity to attacks' effects that cause Poisoning, Disease, Stoning, Paralysis, and Weakness. The spell will negate one such attack per point of caster's Body Magic skill. Duration is one hour per point of Body Magic skill.**
Grand Master:	**The spell grants immunity to Death and Eradication attack effects.**

Flying Fist

The Flying Fist is a slow-flying missile that does a good deal of damage when it hits.

Spell Point Cost:	**25**
Master:	**Fires a powerful magical force at a single target. Damage delivered is 30 plus 1-5 per point of caster's Body Magic skill.**
Grand Master:	**Faster Recovery rate.**

Grand Master Level Body Magic Spell

Power Cure

This spell can bring your party back into a battle from the edge of defeat. It also allows you to adventure for long periods of time in hostile areas where resting is impossible.

Spell Point Cost: 30

Grand Master: **Restores lost Hit Points of all party members at once. Hit Points restored are 10 plus 5 per point of caster's Body Magic skill.**

Spells of the Dark Magic School

Normal Level Dark Magic Spells

Reanimate

As a desperate measure, you can cast this spell on a dead character. Zombified characters don't regain Hit Points normally and can't cast spells, so you should heal them at a good aligned temple as soon as possible.

Spell Point Cost: 10

Normal: **Creates a zombie out of a lifeless target creature. Zombie will have 20 Hit Points (up to its normal maximum) per point of caster's Dark Magic skill, and will fight against creatures hostile to the party until it is re-slain or until the party leaves the map.**

Expert: **Zombie gets 30 Hit Points per point of skill.**

Master: **Zombie gets 40 Hit Points per point of skill.**

Grand Master: **Zombie gets 50 Hit Points per point of skill.**

Toxic Cloud

The Toxic Cloud missile flies at medium speed and does good damage when it hits.

Spell Point Cost: 15

Normal: **A poisonous cloud flies away from the caster towards the target. Damage is 25 plus 1-10 per point of caster's Dark Magic skill.**

Expert: **Faster Recovery rate.**

Master: **Faster Recovery rate.**

Grand Master: **Fastest Recovery rate.**

Vampiric Weapon

Characters wielding a weapon affected by Vampiric Weapon are very hard for creatures to kill.

Spell Point Cost: 20

Normal:	**Enchants a weapon with Vampiric ability. Damage inflicted on creatures struck by the weapon is given to its wielder as extra Hit Points (up to his or her normal Hit Point maximum). Enchantment lasts for one hour per point of caster's Dark Magic skill.**
Expert:	**Faster Recovery rate.**
Master:	**Faster Recovery rate.**
Grand Master:	**Enchantment is permanent.**

Shrinking Ray

This spell is great for casting on extremely tough creatures that would otherwise be too powerful for your party to deal with.

Spell Point Cost: 25

Normal:	**Reduces the size of a target monster. Shrunken monsters deal only half their normal damage. Duration of effect is five minutes per point of caster's Dark Magic skill.**
Expert:	**Monster does one-third normal damage.**
Master:	**Monster does one-quarter normal damage.**
Grand Master:	**Can be cast on a group of monsters.**

Expert Level Dark Magic Spells

Shrapmetal

Shrapmetal missiles fly fast and far, and strike over a large area.

Spell Point Cost: 30

Expert:	**Fires a blast of hot jagged metal in front of caster that damages any creatures that get in its way. Five metal fragments do damage equal to 6 plus 1-6 per point of caster's Dark Magic skill.**
Master:	**Faster Recovery rate. Seven fragments are fired.**
Grand Master:	**Fastest Recovery rate. Nine fragments are fired.**

Control Undead

When you cast this spell on an undead creature, it will become your ally and fight against any creatures that are hostile to you. This can greatly decrease the forces attacking you. Not only will the controlled creature cease fighting you, so will any creatures that turn to fight it.

Spell Point Cost: 35

Expert:	**Takes control of an undead creature's mind. While spell lasts, creature will attack monsters hostile to the party. Duration is three minutes per point of caster's Dark Magic skill. Spell is not broken if party attacks the controlled creature.**
Master:	**Faster Recovery rate. Duration is five minutes per point of skill.**
Grand Master:	**Fastest Recovery rate. Spell lasts until party leaves the map.**

Pain Reflection

Like Shrinking Ray, this spell makes tough creatures much easier to deal with.

Spell Point Cost: 40

Expert:	**This spell is cast on a target character. If a creature attacks and damages the character, it receives damage equal to the amount delivered. Duration of effect is one hour plus five minutes per point of caster's Dark Magic skill.**
Master:	**Affects entire party.**
Grand Master:	**Duration is one hour plus 15 minutes per point of skill.**

Master Level Dark Magic Spells

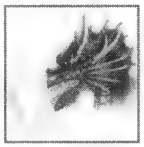
Sacrifice

This spell only works on NPC hirelings. NPCs that are following you as part of a quest can't be affected.

Spell Point Cost: 45

Master:	**This spell slays a single NPC party hireling. The caster's spell and Hit Points are restored to maximum, and all adverse and magical aging effects are removed. Casting this spell will greatly reduce the party's Reputation. Slow Recovery rate.**
Grand Master:	**Moderate Recovery rate.**

Dragon Breath



This spell can deal a huge amount of damage and has a fast missile.

Spell Point Cost: 50

Master: **The caster exhales a cloud of toxic vapors that target a single monster and damages all nearby creatures. Damage is 1-25 per point of caster's Dark Magic skill. Slow Recovery rate.**

Grand Master: **Moderate Recovery rate.**

Armageddon

This spell can greatly reduce the difficulty of battles in harder regions by greatly wounding or killing all of its wandering creatures. Easier regions can be completely depopulated. This spell kills peasants like flies, so be ready for the blow to your Reputation.

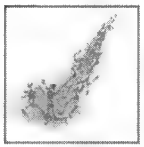
Spell Point Cost: 55

Master: **This spell inflicts massive damage to all creatures on the map, including the party. Damage delivered is 50 plus 1 per point of caster's Dark Magic skill. It can only be cast three times a day, and only outdoors.**

Grand Master: **Can be cast four times a day.**

Grand Master Level Dark Magic Spell

Souldrinker



This spell heals your party and deals massive damage, making it one of the most effective combat spells in the game.

Spell Point Cost: 60

Grand Master: **This spell sucks life from all creatures in sight and transfers their life energy to your party in the form of Hit Points. These points are distributed evenly among the party members. Damage (and healing) is 25 plus 1-8 per point of caster's Dark Magic skill.**

Spells of the Earth Magic School

Normal Level Earth Magic Spells

Stun

This spell causes a creature to recover as if they've performed an action, thus preventing them from attacking you. It's best used by a low-level spellcaster to keep a creature from attacking while your fighters deal their blows.

Spell Point Cost: 1

Normal:	**Delivers a stunning blow that does no damage, but knocks back the target monster and forces it to recover before performing any actions.**
Expert:	**Stronger effect.**
Master:	**Stronger effect.**
Grand Master:	**Strongest effect.**

Slow

By reducing the number of times a creature attacks you, this spell reduces the damage your party takes in combat.

Spell Point Cost: 2

Normal:	**Halves movement speed and doubles Recovery time for a single target creature. Duration is three minutes per point of caster's Earth Magic skill.**
Expert:	**Duration is five minutes per point of skill.**
Master:	**Creature slowed to a quarter of regular speed.**
Grand Master:	**Creature slowed to an eighth of regular speed.**

Earth Resistance

Cast this spell when you're going into battle with creatures whose attacks do Earth damage or whose attacks can Stone their targets.

Spell Point Cost: 3

Normal:	**Increases all of your characters' resistance to Earth Magic by one per point of caster's Earth Magic skill. Duration is one hour per point of skill.**
Expert:	**Resistance increase is doubled.**
Master:	**Resistance increase is tripled.**
Grand Master:	**Resistance increase is quadrupled.**

Deadly Swarm

This spell's missile flies slowly, but it is wide, so it's difficult for slower creatures to dodge. It deals fair damage for its casting cost.

Spell Point Cost: 4

Normal:	**Summons a swarm of insects that bite and sting a single target creature. This attack is Physical, making resistance unlikely. Damage is 5 plus 1-3 per point of caster's Earth Magic skill.**
Expert:	**Faster Recovery rate.**
Master:	**Faster Recovery rate.**
Grand Master:	**Fastest Recovery rate.**

Expert Level Earth Magic Spells

Stone Skin

This spell is useful in almost any combat. Use it to protect characters with broken armor or who have low Armor Class ratings.

Spell Point Cost: 5

Expert:	**Increases the armor class of a target character by 5 plus 1 per point of caster's Earth Magic skill. Duration is one hour plus five minutes per point of skill.**
Master:	**Duration is one hour plus 15 minutes per point of skill.**
Grand Master:	**Duration is one hour plus one hour per point of skill.**

Blades

This spell has a wide, fast missile and does good damage for its casting cost.

Spell Point Cost: 8

Expert:	**Fires a rotating metal blade at a single target. Damage is 1-9 per point of skill.**
Master:	**Faster Recovery rate.**
Grand Master:	**Fastest Recovery rate.**

Stone to Flesh

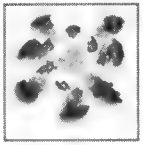
This spell removes the Stoned condition from characters. Characters in this condition can't perform actions or receive experience.

Spell Point Cost: 10

Expert:	**If a character is turned to stone, this spell will turn them back to flesh if it's cast in time. Works if character has been turned to stone less than one hour per point of caster's Earth Magic skill.**
Master:	**Works for one day per point of skill.**
Grand Master:	**No time limit.**

Master Level Earth Magic Spells

Rock Blast



You can't target this spell. Its missile flies straight ahead and then bounces off walls and other obstacles until it hits a creature or your party. It's best used for attacking monsters around corners. Be careful, the missile can travel a long way, making its path very unpredictable.

Spell Point Cost: 15

Master: **Releases a magical stone into the world that rolls and bounces around. When it hits a creature or comes to rest, it explodes, doing 1-8 points of damage per point of caster's Earth Magic skill. If the party is nearby, its members will take damage.**

Grand Master: **Faster Recovery rate.**

Telekinesis

If you don't have a character with a solid Disarm Trap skill, this spell will allow you to open trapped chests without taking damage. You also can use it to press buttons, pull levers, and pick up items from a distance.

Spell Point Cost: 20

Master: **Allows you to manipulate objects at a distance.**

Grand Master: **Faster Recovery rate.**

Death Blossom

This spell does damage over a large area. It automatically targets the closest monster in front of you, so be careful not to get caught in the blast radius.

Spell Point Cost: 25

Master: **Fires a magical stone into the air that explodes, showering the area around its target with shrapnel. Damage is 20 points plus 1 per point of caster's Earth Magic skill. Can only be cast outdoors.**

Grand Master: **Faster Recovery rate. Damage is 20 plus 2 per point of skill.**

Grand Master Level Earth Magic Spell

Mass Distortion

This spell has the most effect against monsters with plentiful Hit Points.

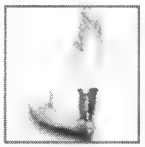
Spell Point Cost: 30

Grand Master: **Enormously increases the weight of a target creature, causing it massive internal damage. Damage is 25 percent of monster's health plus 2 percent per point of caster's Earth Magic skill.**

Spells of the Fire Magic School

Normal Level Fire Magic Spells

Torch Light



It can be difficult to see in dark dungeons. Use Torch Light to see what's going on, particularly in battle.

Spell Point Cost: 1

Normal:	**Increases the radius of light surrounding the party. The effect is only visible when it's dark.**
Expert:	**Brighter light.**
Master:	**Brightest light.**
Grand Master:	**Faster Recovery.**

Fire Bolt

This spell's best feature is its low casting cost, which makes it useful to low-level characters and in drawn-out battles against weaker creatures. Its missile is fast.

Spell Point Cost: 2

Normal:	**Launches a burst of fire at a single target. Does 1-3 per point of caster's Fire Magic skill in damage.**
Expert:	**Faster Recovery rate.**
Master:	**Faster Recovery rate.**
Grand Master:	**Fastest Recovery rate.**

Fire Resistance

Cast this spell when going into battle against creatures that do Fire damage or cast Fire Magic spells.

Spell Point Cost: 3

Normal:	**Increases all of your characters' resistance to Fire Magic by one per point of caster's Fire Magic skill. Duration is one hour per point of skill.**
Expert:	**Resistance increase is doubled.**
Master:	**Resistance increase is tripled.**
Grand Master:	**Resistance increase is quadrupled.**

Fire Aura

While Fire Aura is affecting a weapon, the weapon does its normal damage and an added amount of Fire damage. The gain to your party's total damage output will be especially felt while your characters are still at lower character levels.

Spell Point Cost: 4

Normal:	**Causes a weapon with no special abilities to burn with magic fire. The weapon does 1-6 points of Fire damage in addition to its normal damage. Duration is one hour per point of caster's Fire Magic skill.**
Expert:	**Weapon does 2-12 points of Fire damage.**
Master:	**Weapon does 3-18 points of Fire damage.**
Grand Master:	**Weapon does 3-18 points of Fire damage permanently.**

Expert Level Fire Magic Spells

Haste

Haste allows your party to get more attacks in during combat. Make sure you have a safe place to rest after the spell wears off.

Spell Point Cost: 5

Expert:	**Reduces Recovery time for party actions. Duration is one hour plus one minute per point of caster's Fire Magic skill. Party will be weak for six hours after spell wears off.**
Master:	**Duration is one hour plus three minutes per point of skill.**
Grand Master:	**Duration is one hour plus four minutes per point of skill.**

Fireball

This spell is very effective against clustered targets, but must be used with caution because its missile explodes as soon as it hits *anything*, including nearby walls and trees.

Spell Point Cost: 8

Expert:	**Launches a fireball at a single target that hits and then explodes to damage anyone nearby, including your party, if it's too close. Damage is 1-6 points per point of caster's Fire Magic skill.**
Master:	**Faster Recovery rate.**
Grand Master:	**Fastest Recovery rate.**

Fire Spike

Because your characters are immune to Fire Spike mine damage, you can deal a lot of damage to monsters by getting them to pursue you through minefields. A notable feature of this spell is that you can bounce its missiles around corners.

Spell Point Cost: 10

Expert:	**Drops a fire spike on the ground that waits to explode until a creature passes nearby. Fire Spikes last one minute or until triggered. Damage is 1-6 per point of caster's Fire Magic skill. Caster can have a maximum of 5 spikes.**
Master:	**Caster can have 7 spikes. Damage is 1-8 per point of skill.**
Grand Master:	**Caster can have 9 spikes. Damage is 1-10 per point of skill.**

Master Level Fire Magic Spells

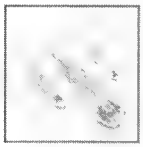
Immolation

This spell does its damage every couple of combat rounds. It's only effective against creatures near you.

Spell Point Cost: 15

Master:	**Surrounds your party with a very hot fire that is only harmful to others. The fire lasts one minute per point of caster's Fire Magic skill. Damage delivered is 1-6 per point of skill.**
Grand Master:	**Duration is increased to 10 minutes per point of skill.**

Meteor Shower

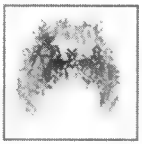


This spell automatically targets the nearest creature in front of you. Because it affects a large area, be careful not to be caught in its blast.

Spell Point Cost: 20

Master:	**Summons a barrage of flaming rocks that strike in a large radius around your target. Sixteen rocks are summoned, each doing 8 points of damage plus one per point of caster's Fire Magic skill. Only works outdoors.**
Grand Master:	**Faster Recovery. Twenty rocks are summoned.**

Inferno

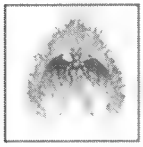


This spell is great if your party can afford to take the damage. Because Inferno weakens your characters, it's best used against groups of creatures that it will kill outright.

Spell Point Cost:	**25**
Master:	**Burns everyone in sight, including party, for 12 damage plus 1 per point of caster's Fire Magic skill. Only works indoors.**
Grand Master:	**Faster Recovery.**

Grand Master Level Fire Magic Spell

Incinerate



This spell's missile flies fast and does excellent damage.

Spell Point Cost: 30

Grand Master: **Does massive fire damage to a single target. Damage is 15 plus 1-15 per point of caster's Fire Magic skill.**

Spells of the Light Magic School

Normal Level Light Magic Spells

Light Bolt

For its casting cost, this spell does poor damage, except when cast against undead creatures.

Spell Point Cost: 5

Normal: **Fires a bolt of light at a single target. Damage is 1-4 per point of caster's Light Magic skill. Undead creatures take double damage.**

Expert: **Faster Recovery rate.**

Master: **Faster Recovery rate.**

Grand Master: **Fastest Recovery rate.**

Destroy Undead

This spell does excellent damage against undead creatures.

Spell Point Cost: 10

Normal: **Calls upon the power of Heaven to undo the magic that animates an undead target creature. Damage is 1-16 per point of caster's Light Magic skill. Only works on undead creatures.**

Expert: **Faster Recovery rate.**

Master: **Faster Recovery rate.**

Grand Master: **Fastest Recovery rate.**

Dispel Magic

Some creatures can cast helping spells like Shield on their allies. Dispel Magic removes these effects. Casting it doesn't remove your party's own helpful effects.

Spell Point Cost: 15

Normal: **Removes spell effects from all creatures within sight of the party. Recovery time is reduced by caster's Light Magic skill.**

Expert: **Faster Recovery rate.**

Master: **Faster Recovery rate.**

Grand Master: **Fastest Recovery rate.**

Paralyze

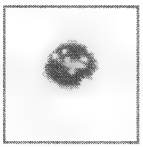
If you successfully cast this spell on a creature, you're pretty much guaranteed that you'll have time to kill it before it unfreezes.

Spell Point Cost: 20

Normal:	**Temporarily prevents a target creature from attacking or moving. Duration is three minutes per point of caster's Light Magic skill. Paralyzed creatures may be attacked without breaking the spell.**
Expert:	**Faster Recovery rate.**
Master:	**Faster Recovery rate.**
Grand Master:	**Fastest Recovery rate.**

Expert Level Light Magic Spells

Summon Elemental



Light Elementals are fast and have a good missile attack. Summoning a few can greatly increase your party's damage output.

Spell Point Cost: 25

Expert:	**Summons a Lesser Light Elemental to fight for the party that will remain until it's killed or the spell dissipates. Duration is five minutes per point of skill. Caster may have only one Elemental summoned at any time.**
Master:	**Duration is 15 minutes per point of skill. Caster may summon up to three Elementals.**
Grand Master:	**Summons a Greater Light Elemental. Caster may summon up to five Elementals.**

Day of the Gods

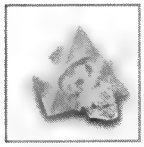
It's more effective to raise low character attribute scores than to raise higher ones. (See the Attribute Bonus Table in Chapter 2.) Take this into consideration when deciding whether or not to cast this spell.

Spell Point Cost: 30

Expert:	**Increases all attributes of all of your characters by three times the caster's Air Magic skill.**
Master:	**Spells are cast at four times skill level.**
Grand Master:	**Spells are cast at five times skill level.**

Master Level Light Magic Spells

Prismatic Light



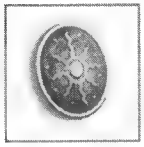
This spell does more damage than the Fire Magic Inferno spell, and it doesn't damage your party. This makes it a great spell to use against large numbers of creatures.

Spell Point Cost: 35

Master: **Delivers 25 points of damage plus 1 per point of caster's Light Magic skill to all creatures in sight. Can't be cast indoors.**

Grand Master: **Faster Recovery rate.**

Day of Protection



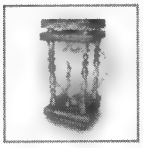
The ultimate protection spell.

Spell Point Cost: 40

Master: **Simultaneously casts Feather Fall, Wizard Eye, and the Air, Body, Earth, Fire, Mind, and Water Resistance spells on all your characters. Spells are cast at four times caster's Light Magic skill.**

Grand Master: **Spells are cast at five times skill level.**

Hour of Power



Hour of Power greatly increases your characters' damage output and survivability in combat.

Spell Point Cost: 45

Master: **Simultaneously casts Haste, Heroism, Shield, Stone Skin, and Bless on all your characters at four times caster's Light Magic skill.**

Grand Master: **Spells are cast at five times skill level.**

Sunray

This spell's missile flies very fast and does fantastic damage.

Spell Point Cost: 50

Master: **Focuses the rays of the sun on a single target. Damage is 20 plus 1-20 per point of caster's Light Magic skill. Only works outdoors. Slow Recovery rate.**

Grand Master: **Moderate Recovery rate.**

Grand Master Level Light Magic Spell

Divine Intervention

This is the ultimate healing spell. Unfortunately, it's aging side effect limits its general usefulness (see *Aging* near the end of the chapter). Use it in cases of emergency or if you have easy access to Rejuvenation potions–like if you have a Druid with grand master Alchemy in your party.

Spell Point Cost: 55

Grand Master: **Heals the party of all damage, restores lost Spell Points, and removes all adverse conditions. May only be cast three times a day and ages caster 10 years. Recovery time is shortened with higher levels of Light Magic skill.**

Spells of the Mind Magic School

Normal Level Mind Magic Spells

Remove Fear

This spell removes the Afraid condition from a character. Afraid is also removed when you rest and heal your party.

Spell Point Cost: 1

Normal: **If cast in time, removes effects of fear on a target character. Works if character has been affected by fear for less than three minutes per point of caster's Mind Magic skill.**

Expert: **Works for one hour per point of skill.**

Master: **Works for one day per point of skill.**

Grand Master: **No time limit.**

Mind Blast

This spell does low damage to its targets. It's the only normal level damage spell available in the Magics of the Self (Body, Mind, and Spirit Magic). Many creatures are immune or resistant to Mind damage, so be careful who you cast it on.

Spell Point Cost: 2

Normal: **Fires a bolt of mental force at a single target causing 3 points of damage plus 1-3 per point of caster's Mind Magic skill.**

Expert: **Faster Recovery rate.**

Master: **Faster Recovery rate.**

Grand Master: **Fastest Recovery rate.**

Mind Resistance

Cast this spell on your party before you go into battle with creatures whose attacks do Mind damage.

Spell Point Cost: 3

Normal:	**Increases all of your characters' resistance to Mind Magic by one per point of caster's Mind Magic skill. Duration is one hour per point of skill.**
Expert:	**Resistance increase is doubled.**
Master:	**Resistance increase is tripled.**
Grand Master:	**Resistance increase is quadrupled.**

Telepathy

This spell tells you what a creature is carrying. Cast it if this is a factor in your decision whether to attack the creature or not.

Spell Point Cost: 4

Normal:	**Caster reads target's mind to find out what items and how much gold it possesses.**
Expert:	**Faster Recovery rate.**
Master:	**Faster Recovery rate.**
Grand Master:	**Fastest Recovery rate.**

Expert Level Mind Magic Spells

Charm

Charmed creatures stop fighting you. You can use this spell to remove some creatures from combat while you deal with their allies.

Spell Point Cost: 5

Expert:	**Removes any hostile feelings a target creature has for the party. Effect of spell is removed if the creature takes any damage. Duration is five minutes per point of caster's Mind Magic skill.**
Master:	**Duration is 10 minutes per point of skill.**
Grand Master:	**Spell lasts until party leaves map.**

Cure Paralysis

Paralyzed characters can take no actions, so you really want to remove this condition from them as quickly as possible.

Spell Point Cost: 8

Expert:	**If cast in time, cures effects of paralysis on target character. Works if the character has been Paralyzed for less than one hour per point of caster's Mind Magic skill.**
Master:	**Works for one day per point of skill.**
Grand Master:	**No time limit.**

Berserk

This spell won't prevent a creature from attacking your party if your characters are the closest creatures. Cast it on the toughest creature near the back of a group of enemies for maximum effect.

Spell Point Cost: 10

Expert:	**Causes target creature to go mad with battle lust and attack the nearest creature. Duration is five minutes per point of caster's Mind Magic skill.**
Master:	**Duration is 10 minutes per point of skill.**
Grand Master:	**Duration is one hour per point of skill.**

Master Level Mind Magic Spells

Mass Fear

This spell only works on creatures that you can see in the main view and who are at less than medium range (approximately 50 feet).

Spell Point Cost: 15

Master:	**All creatures within sight flee from the party while the spell lasts or until they take damage. Duration is three minutes plus five minutes per point of caster's Mind Magic skill. Doesn't affect undead creatures.**
Grand Master:	**Duration is five minutes per point of skill.**

Cure Insanity

This spell removes the Insane condition from affected characters. This condition is rarer than others, but you still want to be prepared for it.

Spell Point Cost: 20

Master:	**If cast in time, removes effects of Insanity on a target character. Works for one day per point of caster's Mind Magic skill.**
Grand Master:	**No time limit.**

Psychic Shock

This is a reasonable direct-damage spell with a very fast missile.

Spell Point Cost: 25

Master:	**Delivers a powerful attack directly at the mind of a target creature. Damage is 12 points plus 1-12 per point of caster's Mind Magic skill.**
Grand Master:	**Faster Recovery rate.**

Grand Master Mind Magic Spell

Enslave

This spell is like Berserk, except that the affected creature won't attack you. Many very tough creatures are affected by Enslave, including Dragons.

Spell Point Cost: 30

Grand Master: **Caster takes control of target creature's mind for 10 minutes per point of caster's Mind Magic skill. Affected creature will fight monsters hostile to the party. The spell is not broken if the party delivers damage to the creature. It has no effect on undead creatures.**

Spells of the Spirit Magic School

Normal Level Spirit Magic Spells

Detect Life

This spell duplicates the effect of the normal and master levels of the Identify Monster skill.

Spell Point Cost: 1

Normal: **Allows you to see the Health Points of opponents as an exact number when you right-click on them. Duration is 10 minutes per point of caster's Spirit Magic skill.**

Expert: **Duration is 30 minutes per point of skill.**

Master: **Duration is one hour per point of skill.**

Grand Master: **Opponent spells are displayed.**

Bless

This spell is particularly effective when cast on a low-level party, but is always a good Spell Point investment before entering a challenging battle.

Spell Point Cost: 2

Normal: **Increases target character's chance to hit opponents with hand-to-hand and missile attacks. Bonus to hit is 5 plus 1 per point of caster's Spirit Magic skill. Duration is one hour plus five minutes per point of skill.**

Expert: **Affects entire party.**

Master: **Duration is one hour plus 15 minutes per point of skill.**

Grand Master: **Duration is one hour plus one hour per point of skill.**

Fate

The bonus conveyed by this spell only affects a single attack. Therefore, it's best to cast it immediately prior to combat so that your first strike has an increased chance to hit.

Spell Point Cost: 3

Normal:	If cast on a character, character's chance to hit is increased. If cast on a monster, monster's chance to hit is decreased. Bonus or penalty is 20 plus 1 per caster's Spirit Magic skill. Duration is five minutes or until target attacks.
Expert	Bonus or penalty is 20 plus 2 per point of skill.
Master:	Bonus or penalty is 20 plus 4 per point of skill.
Grand Master:	Bonus or penalty is 20 plus 6 per point of skill.

Turn Undead

This spell acts like the Mind Magic Mass Fear spell except that it affects undead creatures. It only affects the creatures directly in front of you.

Spell Point Cost: 4

Normal:	Causes all visible undead creatures to flee for the duration of spell, which is three minutes plus one minute per point of caster's Spirit Magic skill.
Expert:	Duration is three minutes plus three per point of skill.
Master:	Duration is three minutes plus five per point of skill.
Grand Master:	Faster Recovery rate.

Expert Level Spirit Magic Spells

Remove Curse

The Cursed condition gives your characters an automatic 50 percent chance to fail any attack or other action. Remove it as quickly as possible.

Spell Point Cost: 5

Expert:	If cast in time, removes the effects of curses affecting a character. Works if character has been Cursed for less than one hour per point of caster's Spirit Magic skill.
Master:	Works for one day per point of skill.
Grand Master:	No time limit.

Preservation

If Preservation is cast on a character, that character will not die even if it takes massive damage. This allows you to heal the character by resting rather than using more extreme measures. This spell is useful when you have a weaker character that's always dying on you.

Spell Point Cost: 8

Expert: Preservation delays death due to massive Hit Point loss. The character will instead become unconscious. If Hit Points are still too low when the spell wears off, a gravely wounded character will die. Duration is one hour plus five minutes per point of caster's Spirit Magic skill.

Master: Works on entire party. Duration is one hour plus five minutes per point of caster's Spirit Magic skill.

Grand Master: Duration is one hour plus 15 minutes per point of skill.

Heroism

This spell greatly increases the damage output of your weapon-using characters.

Spell Point Cost: 10

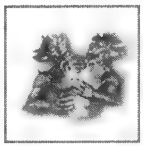
Expert: Increases the damage party members do on successful attacks by 5 plus 1 per point of caster's Spirit Magic skill. Duration is one hour plus five minutes per point of skill.

Master: Duration is one hour plus 15 minutes per point of skill.

Grand Master: Duration is one hour plus one hour per point of skill.

Master Level Spirit Magic Spells

Spirit Lash



This spell is among the most effective of the Self Magic direct-damage spells.

Spell Point Cost: 15

Master: This spell damages a target creature by attempting to weaken the link between its body and soul. Damage is 10 plus 2-8 per point of caster's Spirit Magic skill. The creature must be very close for the spell to work.

Grand Master: Faster Recovery rate.

Raise Dead

Only cast this spell after you have found a safe place to rest or, in a pinch, if you have good healing spells or potions. You'll have to rest and heal the newly raised character or cast Cure Weakness on them to bring them to full health.

Spell Point Cost: 20

Master: **If cast in time, raises a dead character back to life. Works if character has been dead for less than one day per point of caster's Spirit Magic skill. Raised characters will be weak.**

Grand Master: **No time limit.**

Shared Life

This spell won't raise character Hit Points above their normal maximum Hit Points. Use it when you have one or two characters that have taken a lot of damage while the rest of your party has remained relatively unscathed.

Spell Point Cost: 25

Master: **Creates a pool of Hit Points and then distributes them equally among your characters. Pool size is equal to total Hit Points of all living (not stoned, dead, or eradicated) party members plus 3 per point of caster's Spirit Magic skill.**

Grand Master: **Pool size is total Hit Points plus 4 per point of skill.**

Grand Master Level Spirit Magic Spell

Resurrection

This spell works on dead and eradicated characters. The Recovery time for the caster is *long* (10 or more combat rounds), much longer than for any other spell. Make sure that you're in a safe place before you cast it.

Spell Point Cost: 30

Grand Master: **Brings a character back to life after their body has been destroyed. Resurrected characters will be weak. Spellcaster takes a long time to recover, but this is speeded by increased Spirit Magic skill.**

Spells of the Water Magic School

Normal Level Water Magic Spells

Awaken

The one drawback of this spell is that the caster must be awake to cast it. Cast it as soon as you can if your party is ambushed when resting.

Spell Point Cost: 1

Normal:	**Wakens party from normal (resting) sleep, and will waken them from magical sleep if they have been thus asleep for less than three minutes per point of caster's Water Magic skill.**
Expert:	**Works for one hour per point of skill.**
Master:	**Works for one day per point of skill.**
Grand Master:	**Same as Master.**

Poison Spray

At higher levels of Water Magic expertise, this spell fires multiple missiles, making it very difficult to avoid. It doesn't do great damage, but it does have good range and can hit multiple targets.

Spell Point Cost: 2

Normal:	**Sprays poison at creatures in front of party. Damage is 2 points plus 1-2 per point of caster's Water Magic skill.**
Expert:	**Faster Recovery rate. Fires three shots of poison.**
Master:	**Faster Recovery rate. Fires five shots.**
Grand Master:	**Fastest Recovery. Fires seven shots.**

Water Resistance

Cast this spell before going into battle against creatures that can inflict Water damage.

Spell Point Cost: 3

Normal:	**Increases all of your characters' resistance to Water Magic by one per point of caster's Water Magic skill. Duration is one hour per point of skill.**
Expert:	**Resistance increase is doubled.**
Master:	**Resistance increase is tripled.**
Grand Master:	**Resistance increase is quadrupled.**

Ice Bolt

This spell is the Water Magic equivalent of the Fire Magic Fire Bolt spell. It does slightly higher damage and costs twice as much to cast.

Spell Point Cost: 4

Normal:	**Fires a bolt of ice at a single target. Damage is 1-4 points per point of caster's Water Magic skill.**
Expert:	**Faster Recovery rate.**
Master:	**Faster Recovery rate.**
Grand Master:	**Fastest Recovery rate.**

Expert Level Water Magic Spells

Water Walk

This is the lowest-level spell that increases your mobility. It's particularly useful for reaching islands. Just make sure you reach land before the spell runs out.

Spell Point Cost: 5

Expert:	**Allows your party to walk on water without taking damage. Duration is 10 minutes per point of caster's Water Magic skill. One additional Spell Point is drained from caster every 20 minutes while in contact with water.**
Master:	**Duration is one hour per point of skill.**
Grand Master:	**No Spell Point drain.**

Recharge Item

This spell is useful for replenishing charges on wands. Just make sure you cast it on an item before all of its charges are depleted. Items with charges disappear when completely discharged.

Spell Point Cost: 8

Expert:	**Recharges any magical item that uses charges. Each time the spell is cast, the item maximum number of charges is reduced by 50 percent minus 1 percent per point of caster's Water Magic skill.**
Master:	**Charge loss is 30 percent minus 1 percent per point of skill.**
Grand Master:	**Charge loss is 20 percent minus 1 percent per point of skill.**

Acid Burst

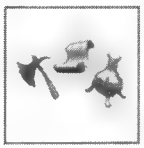
This spell's missile is a bit slow, but it does do good damage for its cost.

Spell Point Cost: 10

Expert:	**Fires a jet of caustic acid at a single target. Damage is 9 plus 1-9 per point of caster's Water Magic skill.**
Master:	**Faster Recovery rate.**
Grand Master:	**Fastest Recovery rate.**

Master Level Water Magic Spells

Enchant Item



This spell permanently gives a random magical property to a non-magical item, increasing both its gold value and usefulness.

Spell Point Cost: 15

Master:	**Enchants a normal item with magical powers. The chance of success is 10 percent per point of caster's Water Magic skill. Enchantments are at level 3 (see Chapter 8). May not be cast on weapons or quest items. Target item must have a gold value of 450 or greater.**
Grand Master:	**Enchantments are level 4. Can enchant weapons with a value higher than 250 gold.**

Town Portal

This spell is great for returning to a town to take advantage of its services. For example, you can return to sell off items when your characters' backpacks are full.

Spell Point Cost: 20

Master:	**Teleports party to central fountain of any town that it has visited. Chance of success are 10 percent per point of caster's Water Magic skill. Can't be cast when hostile monsters are nearby.**
Grand Master:	**Works when hostile monsters are near.**

Ice Blast

This spell's grenade-like missile is great for damaging groups of creatures hiding around corners. As an added bonus, it won't damage your party like other area-effect spells.

Spell Point Cost: 25

Master:	**Fires a ball of ice in the direction the caster is facing. The ball shatters when it hits something and launches seven shards of ice in all directions except toward the caster. The shards ricochet until they hit something or melt. Each shard does 12 points of damage plus 1-3 per point of caster's Water Magic skill.**
Grand Master:	**Faster Recovery rate. Ball shatters into nine shards.**

Grand Master Level Water Magic Spell

Lloyd's Beacon

This ultimate teleportation spell requires some planning to use. You must set a beacon before you can use the spell to teleport.

Spell Point Cost: 30

Grand Master: **Allows you to place a marker at a location that you would like to teleport the party back to. Cast the spell to set a beacon or to teleport to one previously placed. You may have up to five beacons at any one time. Beacons remain in place for one week per point of caster's Water Magic skill.**

Other Character Development Issues

Equipment

One of the main ways that your characters develop new abilities is through equipment you find and purchase. In the latter part of the game, the equipment your characters are carrying will have a greater effect than attribute or character level increases on their abilities. To succeed, you must constantly upgrade your characters' equipment as you acquire new and better items.

Make sure to match items to your characters' classes. That Platinum Ring of Wizards (+5 to wearer's Intellect and Personality) won't do your Knight any good, for example. The same goes for items that convey bonuses to skills. The character using such items must possess the skill before it gets the bonus.

Items that confer Resistance Bonuses should go first to characters that don't have *any* resistance to the type of damage they offer protection against. This is because a character must have some resistance to a damage type before they receive any benefits from their Luck attribute when damage resistance is calculated.

In many cases, it makes sense to have your characters carry items that they only use periodically. A Sorcerer who normally wears an amulet that enhances her Fire Magic spells might swap it out with an amulet that enhances her Identify Item skill when she has to use that skill.

Barrels and Fountains

Scattered around Erathia, you'll find barrels full of liquid that may be colored or have some other characteristic. A character can drink the contents of a barrel to gain bonuses to an attribute or resistance rating. A barrel can be drank from once and then it's empty. Barrels become replenished when the map they are on *respawns* (as explained in Chapter 5). The barrels' effects are represented in Table 4-4 below.

Fountains can be found in villages and towns. Drinking them can have all sorts of beneficial or detrimental effects on your characters. Some fountains require that certain conditions are met before they will have an effect. A complete list of fountains is supplied for each region in Chapter 6.

Table 4-4. Barrels

Characteristic	*Effect*
Red	Increases Might
Orange	Increases Intellect
Blue	Increases Personality
Green	Increases Endurance
Yellow	Increases Accuracy
Purple	Increases Speed
White	Increases Luck
Steaming	Adds to Fire Resistance
Frosty	Adds to Water Resistance
Shocking	Adds to Air Resistance
Dirty	Adds to Earth Resistance

Aging

Might and Magic VII can take many game years (not real years!) to play. Your characters age as time passes. Some creature attacks and spell side effects will *magically age* your characters. Magical aging can be removed using the Black Rejuvenation Potion. Natural aging can't be reversed.

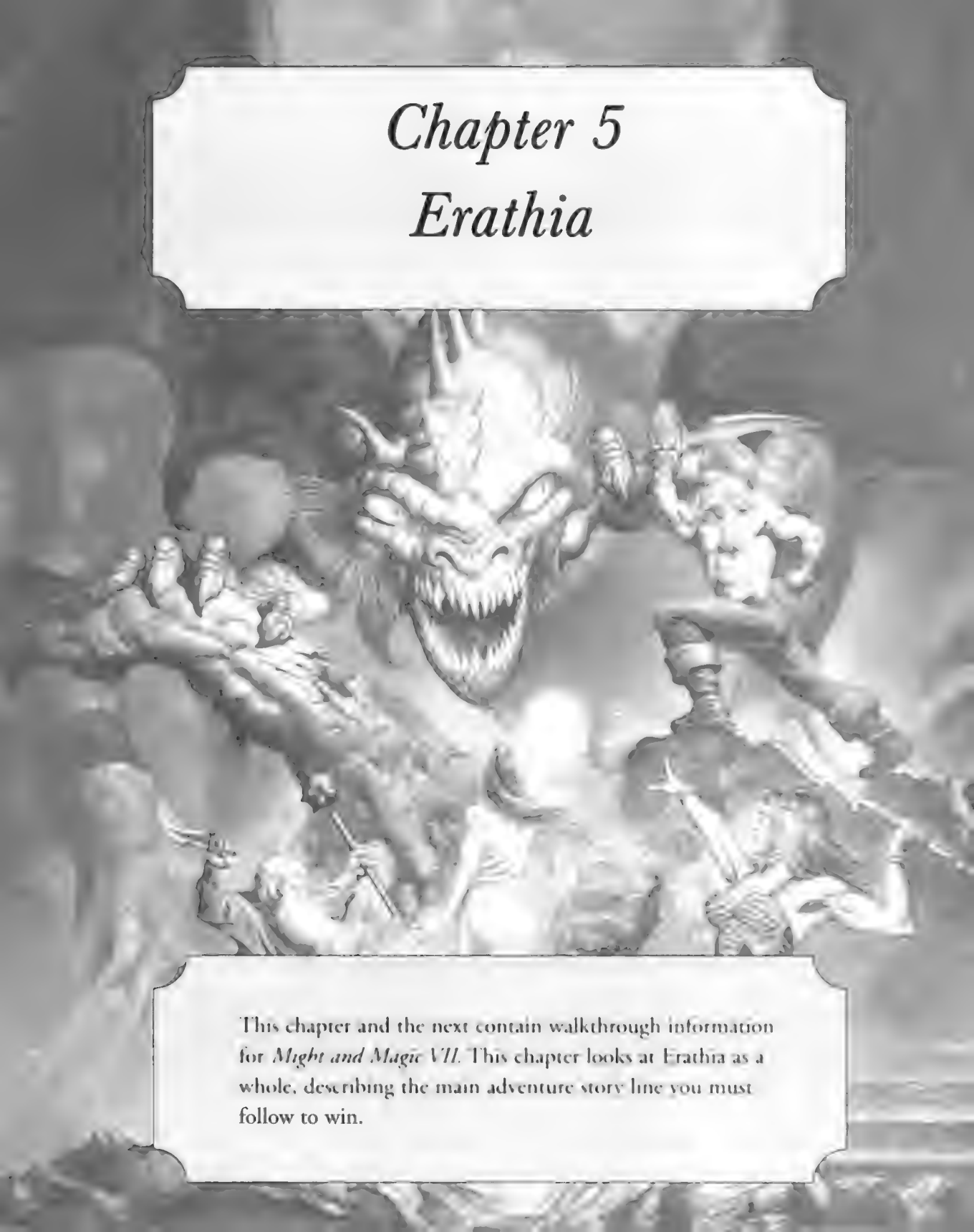
Your character's age affects its attributes by lowering or raising them to a percent of their normal value. The numbers in the table below are the percentages applied to character attributes when they reach a given age. For example, a character with a Might of 100 will see it diminish to 75 when he or she turns 50. The same character will see their Intellect of 50 raise to 75.

All characters' birthdays are on the first day of the year.

Table 4-5. Aging Effects on Attributes

Attribute	*Age 0-49*	*Age 50-99*	*Age 100-149*	*Age 150+*
Might	100	75	40	19
Intellect	100	150	100	10
Personality	100	150	100	10
Endurance	100	75	40	10
Accuracy	100	100	40	10
Speed	100	100	40	10
Luck	100	100	100	100

Chapter 5
Erathia



This chapter and the next contain walkthrough information for *Might and Magic VII*. This chapter looks at Erathia as a whole, describing the main adventure story line you must follow to win.

The action takes place in various regions of the Erathian continent. These appear as numbered squares on the following map. Chapter 6 provides a detailed look at each region, with complete indoor and outdoor maps and walkthroughs for all main line, secondary, and promotion quests.

Main line quests advance the game's primary story. Secondary quests give your party experience and gold, but completing them isn't absolutely necessary to advance. Completing promotion quests conveys advanced rank on your characters. Because rank carries with it access to new skills and allows characters to learn existing skills at higher levels of expertise, you'll probably need to complete the promotion quests associated with the character classes in your party. This holds true particularly for your magic-using characters, who need higher rank to gain more powerful master and grand master spells.

Map of Erathia

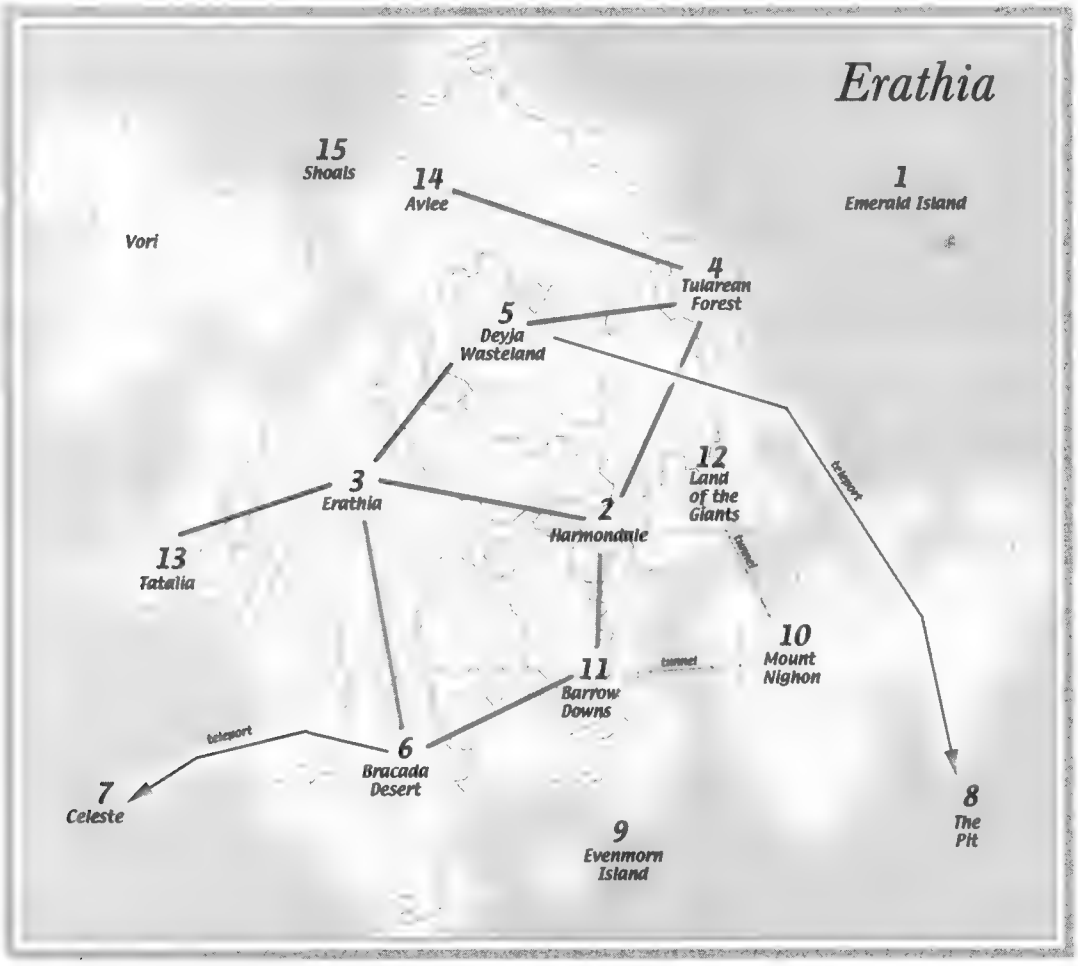
Your adventure takes place on the continent of Erathia. Because the game doesn't allow you to travel to all areas of the land, only those regions relevant to quests are represented. These lie within the square areas on the following map. You may travel between regions on foot, or via boat, carriage, teleporter gate, or travel spells such as Lloyd's Beacon or Town Portal.

To travel on foot, you must walk on the roads between regions: walk to the edge of a region map where a road connects it to another region. For example, to reach the Tularean Forest from Harmondale, you must walk to the north edge of the Harmondale region map; to reach the Barrow Downs, walk to the south edge.

Tunnels connect the Barrow Downs to Mount Nighon, and Mount Nighon to the Land of the Giants. The tunnel from the Barrow Downs connects Stone City (at the Barrow Downs) to Thunderfist Mountain (at Mount Nighon). A similar tunnel runs from Thunderfist Mountain to a mine entrance on the surface of the Land of the Giants.

After you visit the Land of the Giants, a teleporter gate between it and Harmondale becomes active. The Pit is accessible via the Hall of the Pit, in Deyja. You reach Celeste via the teleporter in the Bracada Desert. The door to the Pit and the teleporter to Celeste become active once you've chosen either the Path of Light or the Path of Dark.

Once you leave Emerald Island, you can't return. The Shoals is accessible only during the final main line quest; you need wetsuits to reach it.



Traveling by Boat or Carriage

In most towns and villages, you'll find stables and/or a boat dock from which you may travel from region to region. The following table shows the schedule for boat and carriage travel. Such travel is faster than going on foot, and uses no food.

On Sundays, for example, you may travel from the J.V.C. Corral in Harmondale to the Arena. There you may participate in gladiatorial combat against a variety of creatures. (Winning Arena battles is part of one of the Knight promotion quests, described fully in the next chapter.)

As with other services, the cost of either mode is affected by your characters' Merchant ability and your party's Reputation, as explained in Chapter 3.

Table 5-1. Carriage Schedule

Region	Harmondale	Erathia		Tularean		Deyja	Bracada	Taralia	Avlee
Origin	J.V.C Corral	Royal Steeds		Hu's Stallions		Faithful Steeds	Crystals Caravans	Dry Saddles	Plush Coaches
Day	Destination 1	Destination 1	Destination 2	Destination 1	Destination 2	Destination 1	Destination 1	Destination 1	Destination 1
Mon	Erathia 2 days	Tatalia 2 days	Deyja 3 days	Avlee 3 days	–	Erathia 3 days	Erathia 3 days	–	–
Tue	Tularean 2 days	Harmondale 2 days	-	Deyja 2 days	Harmondale 2 days	Tularean 2 days	Harmondale 5 days	Erathia 2 days	Tularean 3 days
Wed	Erathia 2 days	Tatalia 2 days	Bracada 3 days	Avlee 3 days	–	Erathia 3 days	Erathia 3 days		Deyja 5 days
Thu	Tularean 2 days	Harmondale 2 days	Deyja 3 days	Harmondale 2 days	-	Tularean 2 days	–	Erathia 2 days	Tularean 3 days
Fri	Erathia 2 days	Tatalia 2 days	–	Avlee 3 days	Deyja 2 days	Erathia 3 days	Erathia 3 days		–
Sat	Tularean 2 days	Harmondale 2 days	Bracada 3 days	Harmondale 2 days	–	Tularean 2 days	Harmondale 5 days	Erathia 3 days	Tularean 3 days
Sun	Arena 4 days	–	–	Deyja 2 days	–	–	Erathia 3 days		Deyja 5 days

Table 5-2. Boat Schedule

Region	Emerald Island	Erathia		Tularean		Bracada	Evenmorn	Tatalia	Avlee
Origin	Lady Margaret	Lady Catherine		Sea Sprite		Enchantress	Sacred Sails	Narwhale	Wind Runner
Day	Destination 1	Destination 1	Destination 2	Destination 1	Destination 2	Destination 1	Destination 1	Destination 1	Destination 1
Mon	Harmondale 7 days	Avlee 4 days	Bracada 6 days	Tatalia 4 days	–	Tatalia 4 days	Tatalia 4 days	Bracada 4 days	Tularean 4 days
Tue	Harmondale 2 days	Tatalia 2 days	Avlee 3 days	–	–	Erathia 2 days	Erathia 4 days	–	–
Wed	Harmondale 7 days	Bracada 6 days	Bracada 6 days	Tatalia 4 days	Tatalia 4 days	Bracada 4 days	Tularean 3 days	–	–
Thu	Harmondale 7 days	Tatalia 2 days	Avlee 3 days	–	–	Erathia 2 days	Tatalia 5 days		
Fri	Harmondale 7 days	Avlee 4 days	–	Tatalia 4 days	Tatalia 4 days	Avlee 5 days	Tularean 3 days	–	–
Sat	Harmondale 7 days	Tatalia 2 days	Avlee 3 days	–	–	Tularean 6 days	Tularean 5 days	Erathia 2 days	Erathia 4 days
Sun	Harmondale 7 days	–	–	Erathia 6 days	–	–	–	–	–

Using the Town Portal Spell

You may use the master Water Magic spell, Town Portal, to instantly teleport to a town you've visited already. It deposits you at the central fountain. The spell won't take you to villages, however.

Town Portal Destinations:

Mount Nighon
Harmondale
Celeste
The Pit
Steadwick (in Erathia)
Pierpont (in the Tularean Forest)

The Obelisks

There are 14 obelisks scattered around Erathia, one per region, with the exceptions of the Shoals and Emerald Island. Click on each obelisk to receive part of a hidden message; this is transcribed into your Autonotes. Once you've gathered all 14 message parts, they line up to reveal the following cryptic phrase when read up-to-down, left-to-right:

> *pirates five one survive hide their gold under the sand white flower*
> *witching hour bloom upon a haunted land*

After you receive this message, you can find a large treasure on Evenmorn Island. If you're present at the large circle of stones at the stroke of midnight, a white flower will appear in the center of the circle. Click on the flower to reveal a treasure chest full of gold and excellent equipment.

Spell Pedestals

You can find *spell pedestals* scattered around Erathia. When you click on them, they cast a protective spell on your party. All pedestal spells are cast at grand master level 5.

Table 5-3. Spells Cast by Pedestals

Pedestal Color	*Spell Cast*
Beige	Haste
Blue	Water Resistance
Brown	Earth Resistance
Green	Shield
Yellow-Green	Air Resistance
Grey	Stone Skin
Dark Purple	Mind Resistance
Light Purple	Immolation
Dark Red	Fire Resistance
Light Red	Body Resistance
Orange	Heroism
White	Day of the Gods

Attribute Games

Burning braziers are found in various regions. Each tests a particular attribute. When you click on one, and if the active character holds the tested attribute at a high enough level, that character gets skill points. There are four different braziers–*Games*, *Contests*, *Tests*, and *Challenges*. Exactly what attribute each brazier tests is randomly determined each time a map *respawns* (as explained in the next chapter).

Each character can win each attribute game once for each attribute.

Table 5-4. Attribute Games

Type	Game (Blue Flame)	Contest (Brass Brazier)	Test (Orange Flame)	Challenge (White Flame)
Score Needed to Win	25	50	100	200
Skill Points Won	3	5	7	10

Story Line

This section ties together the story behind the main line quests, and lays out the whole adventure. If you're the kind of person who hates to know the end of a movie before you see it, stop reading here. Instead, refer to the information in the next chapter if you get stuck.

The story comprises four distinct sections. In the first, you must secure your party's place as Harmondale's leaders. In the second, you must resolve the war between the Elves and Humans. In the third, depending on how you resolved the war in part two, you must prove yourself to either the leaders of the light or the leaders of the dark. In the fourth section, you embark on a final mission to seal the fate of the world.

What follows is just the basic story. The next chapter contains specific information for completing each quest.

Section One: The New Rulers of Harmondale

Your party begins on Emerald Island, as contestants in Lord Markham's great scavenger hunt. To win, you must scour the island to find the items on your list and return them to the contest judge in Emerald Island Village. The winners will receive the deed to Harmondale Castle.

After you win the contest, you may board the ship on the south end of the island and travel to Harmondale Castle. Before you can call the castle yours, however, you first must evict its current occupants–Rats, Bats, and Goblins. After you accomplish this, you meet the castle butler at the local tavern, On the House. He tells you that you must find someone to *fix* your castle, and suggests the Dwarves in Stone City.

Stone City is located in the Barrow Downs, on a bluff high over the plains and rivers. To reach it, either navigate the teleporter gates in the Barrows dungeons or cross to the region's northwestern land mass and climb the steep mountain road toward the region's center.

In Stone City, find Hothfarr IX, the Dwarven king, at the east side. He says he'll help you rebuild your castle, but first you must prove yourself by rescuing some of his miners from the Red Dwarf Mines, in the Bracada Desert. Medusas have overrun the mines and turned the miners to stone. Hothfarr gives you an elixir that will unfreeze them.

So it's off to the Red Dwarf Mines, near the northeastern edge of the Bracada Desert region. You must fight your way past the Griffins guarding the mine entrance. Medusas and Oozes wait inside. Fortunately, the Medusas are in the mine's lower levels, and the frozen Dwarves are in the upper level. If your characters are too weak to kill the Oozes, you can run past these tough-but-slow monsters to reach the seven frozen Dwarves.

When you return to Hothfarr, he agrees to fix your castle. This ends the first section of the main line adventure.

Section Two: The Elf-Human War

When you enter Harmondale after rescuing the Dwarves for Hothfarr, the game starts a timer called the "war clock." Once it starts, a series of timed events take place regardless of whether you participate. You must accomplish a lot of things very quickly to take full advantage of the experience and gold opportunities. Complete all the secondary and promotion quests you can and train your characters as high as possible before returning to Harmondale.

When you *do* go back, make a beeline to your castle. In the throne room (directly north of the front door and behind the fountain), two diplomats await you–Lady Ellen Rockway, representing the Humans, and Alain Hani of the Elves. Both deliver invitations from their rulers (Queen Catherine of Erathia and King Eldrich Parson of the Tularean Forest, respectively).

Now you have an inkling of why Lord Markham gave up Harmondale so easily. It lies in disputed territory: both Humans and Elves lay claim to it. Over the next couple of game months, your party can decide who has ultimate control of the land. Although this decision is of little consequence later in the game, you can gain the trust of both Elves and Humans, *and* gain Harmondale for yourself. Beyond giving you a sense of satisfaction, this course of action also gains you the most experience points and gold.

Leave the castle and go to the Tularean Forest as quickly as possible (probably taking a carriage from the J.V.C. Corrals). When you reach the Tularean Forest, visit King Parson in his castle in Pierpont. He'll ask you to enter Fort Riverstride in Erathia and steal plans to the fort. He'll give you a month to complete this mission, but don't run off to Erathia just yet. Instead, go to the Tularean Caves, at the northeastern corner of the Tularean Forest region. Rescue the Erathian agent, Loren Steel, from the caves. *Then* go to Erathia.

If you travel there by foot via Harmondale, you'll pass right through Riverstride Fort, at Erathia's eastern edge. Get the plans for King Parson. You'll find them on the lower level, behind a painting of Queen Catherine. Access the lower level via a secret door in a storage room (the one full of crates).

Yes, you just betrayed Queen Catherine, but as long as you don't tell her, she'll never know. Go meet her in Castle Gryphonheart, on the hill overlooking the town of Steadwick. She asks you to rescue Loren Steel, and gives you a month to do it. Because you've done this already, you can collect your reward immediately. Now return to the Tularean Forest.

If you enter the Tularean Forest two to three months after the war clock starts, a messenger approaches to say a battle is raging between the Elves and Humans. They fight over an artifact–Gryphonheart's Trumpet. During the battle, the artifact lies in a chest directly in front of the entrance to the Tularean Caves. As soon as you learn of the battle, run to the Caves and retrieve it.

Giving the trumpet to either Queen Catherine or King Eldrich decides the war in favor of either the Humans or the Elves. Your third option is your best course of action, however:

On the eastern edge of the Harmondale region you'll find Judge Grey's hut. Judge Grey is the arbiter the Elves and Humans have agreed will mediate their dispute. If you give *him* the trumpet, neither side wins control of Harmondale. It becomes an independent state–under your control. In terms of the future story line, it doesn't matter whether your party comprises lords of Harmondale under the Elves or the Humans, or if Harmondale is independent. You do gain extra experience points for giving the trumpet to the arbiter, however.

If your timing is off and you miss the battle in the Tularean Forest, the Humans collect the trumpet and win the conflict by default. And you lose out on the experience.

Judge Grey dies four months after the war clock starts. There's nothing nefarious in this; he dies of natural causes. The next time you enter Harmondale after this event, a messenger approaches to say you must choose a new arbiter to replace him.

Two new ambassadors await you back at Harmondale Castle. Ambassador Wright represents the Wizards of Bracada and puts forth their arbiter candidate, Judge Fairweather. Ambassador Scale from the Necromancers of Deyja pleads the case for their candidate, Judge Sleen. You must choose Judge Grey's replacement from these judges. Judge Fairweather awaits you in the Familiar Place tavern in Bracada; Judge Sleen is at the Snobish Goblin tavern in Deyja. Retrieve the arbiter you've chosen from his tavern and escort him to Judge Grey's former home on Harmondale.

In choosing Judge Sleen, you choose the Path of Dark. When you return him to the arbiter's hut, you'll view a cutscene wherein the Elves and Humans go to war. This serves the Necromancers, because they go to the field of battle and muster an undead army from the corpses. Sleen sends you to talk to the Necromancer leader, Archibald Ironfist, who awaits you at the Pit.

If you choose Judge Fairweather, you choose the Path of Light. The Elves and Humans come to an agreement about their territorial boundaries and a new peace settles over the land. Fairweather sends you to talk to Gavin Magnus in Castle Lambent, in the cloud city of Celeste.

This ends the second section of the adventure.

Section Three: Proving Your Worth to the Path of Light

From this point, the story follows one of two courses, depending on whether you chose the Path of Light or the Path of Dark. When you choose the Path of Light, you travel to Celeste via Bracada's newly active teleporter. Celeste stands on a cloud floating high over Bracada. (Don't fall through the gaps in the city floor. It's a long way down.) Make your way to Castle Lambent at the north end of the city.

When you talk to Magnus, he tells you that, before you can proceed, you must pass one last test by walking the Wizard's Path. This involves entering the Walls of Mist (a dungeon in Celeste) through the front door and leaving through the back door. You may not kill any of the creatures there, hostile or not. Because the dungeon is full of dangerous Genies, your party must be pretty tough to survive. This is a good place to have the Invisibility spell available.

In any event, you must find the three keys you need to open the back-door exit. After you succeed at the Wall of Mists, return to Magnus. He tells you to talk to his four advisors, in the houses at Celeste's northeast corner. To advance the story to the next stage, you must complete quests for each of them: get two parts of an altar piece for Resurectra; kill a clan of Vampires in Tatalia for Crag Hack; collect some Necromantic soul jars for Sir Caneghem from Castle Gloaming in the Pit. After you carry out these tasks, Robert the Wise asks you to kill the chief Path of Dark advisor in the Pit.

Crag Hack's task is the easiest of the three. To accomplish it, travel to Tatalia and find the Wine Cellar in the region's largest village. Under the cellar is a crypt full of Vampires. To complete the quest, kill them all and return to Crag Hack.

Resurectra asks you to retrieve two parts of an altar piece for her. One lies in the Temple of Light in Celeste. There are no hostile monsters in this temple, so the task is easy. The piece lies in a chest in the northernmost temple chamber.

The other piece lies in the Temple of Dark, in the Pit. To get there you must travel through the Hall of the Pit and enter the Pit itself. There you'll face Gargoyles and undead creatures. The Pit is an underground city full of hostile undead and Necromancers. The city is made up of four sections you may access through a sequence of teleporter jumps. The temple lies near the third teleporter jump. Vampires and Clerics of the Moon guard the Temple of Dark. The altar piece lies under the main altar (click a button behind the main altar to move it aside).

While you're in the Pit, you may as well retrieve the soul jars for Sir Caneghem. You'll find them in Castle Gloaming. Its entrance lies near the Pit's fourth teleporter. The castle contains a series of teleporter gates. You'll find the jars at the end of a hallway near the first teleporter. To reach them, you must face more Necromancers and Vampires. When you have the jars and the two altar pieces, return to Sir Caneghem and Resurectra in Celeste. Now you can accept Robert the Wise's quest.

Robert wants you to return to the Pit and kill his Path of Dark counterpart, Tolberti. Tolberti's house is in the first part of the city (before any teleporter jumps). You'll face him alone, but he's a Blaster Guy–the game's toughest creature: prepare for a long battle. Tolberti's ability to cast Power Cure and Hour of Power on himself means he can come back to full strength from near-death. To defeat him, your party must be able to inflict and sustain massive amounts of damage.

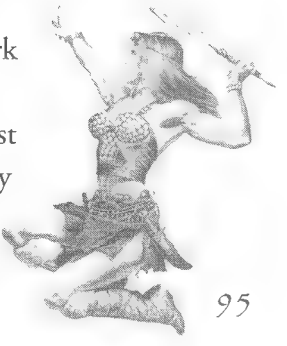
When you return to Robert the Wise after killing Tolberti, he sends you to talk to Resurectra in Castle Lambent. This ends the third section for the Path of Light .

Section Three: Proving Yourself to the Path of Dark

The Path of Dark follows a similar series of events. The difference is you must prove yourself to the forces of dark rather than the forces of light. Because your party is evil, the guardians of the Pit are friendly to you and the residents of Celeste are hostile.

After installing Judge Sleen in Harmondale, you travel to see Archibald in Castle Gloaming, in the Pit. Before you can talk to his advisors, you must pass a gauntlet similar to the Walls of Mist. The dark test lies in the Pit's Breeding Zone. You're allowed to kill the creatures blocking your way. After completing this test, you may talk to Archibald's advisors in the first section of the Pit city. They are Kastore, Dark Shade, Maximus, and Tolberti.

Before you can take on Tolberti's quest, you must complete quests for Kastore, Dark Shade, and Maximus. Kastore wants you to retrieve the same altar pieces Resurectra asks of a Path of Light party. The difference is the Temple of Light is for you a hostile place guarded by Angels and Clerics of the Sun, and the Temple of Dark is full of allies who let you pass unchallenged.



Dark Shade sends you to clear out Clanker's Lab, on the islands off the coast of the Tularean Forest. To complete his quest, travel to the islands using the Fly or Water Walk spell, and then clear all the Gogs, Golems, and Floating Eyes from inside the lab. Then return to Dark Shade.

Maximus, like Sir Caneghem, wants you to retrieve soul jars. The ones he wants, however, lie in Thunderfist Mountain, on Mount Nighon. This dangerous dungeon is full of Minotaurs, Warlocks, and Floating Eyes. You'll find the soul jars in a chest in the Warlocks' living quarters. Take them to Maximus.

After you complete these three quests, Tolberti sends you to Celeste to kill Robert the Wise. Robert is a Blaster Guy, so make sure you're ready to face him. After you kill him and return to Tolberti, Tolberti tells you to go see Kastore in Castle Gloaming: while you were off assassinating Robert the Wise, Archibald relinquished leadership of the Necromancers and fled to Clanker's Lab.

This ends the third section of the Path of Dark story.

Section Four: Endgame

The endgame for both the Path of Dark and the Path of Light requires the same things. The only difference is who sends you on the end quests and what is done with the items you retrieve. If you're following the Path of Light, you report to Resurectra. On the Path of Dark, you deal with Kastore.

Either way, you learn that the leaders of Celeste and the Pit are not of this world. They arrived in a spaceship that crashed off the coast of Avlee. The survivors disagreed about what to do next. Their original mission had been to build the Gate of the Ancients that would act as a portal from Erathia to the rest of the universe. After the crash, some of the crew wanted to complete this mission. Others wanted to rule Erathia for their own glory. The finish-the-mission camp went off to set up base in Celeste. The rest went to the Pit.

Before they left their ship, the *Lincoln*, each side set a trap to prevent the other from gaining control of the ship. Each side needs champions to gain control of the ship on its behalf–your party.

To finish the game, you must complete two final tasks. First, you must kill the leader of the Devils, Xenofex. His fortress, the Hive, lies in the Land of the Giants. If you've been to that region before, you can use the teleporter from Harmondale. Otherwise, you must go through the tunnels that run from the Barrow Downs and Mount Nighon. Kill Xenofex so he and his Devils won't interfere as you retake the *Lincoln* for your leader.

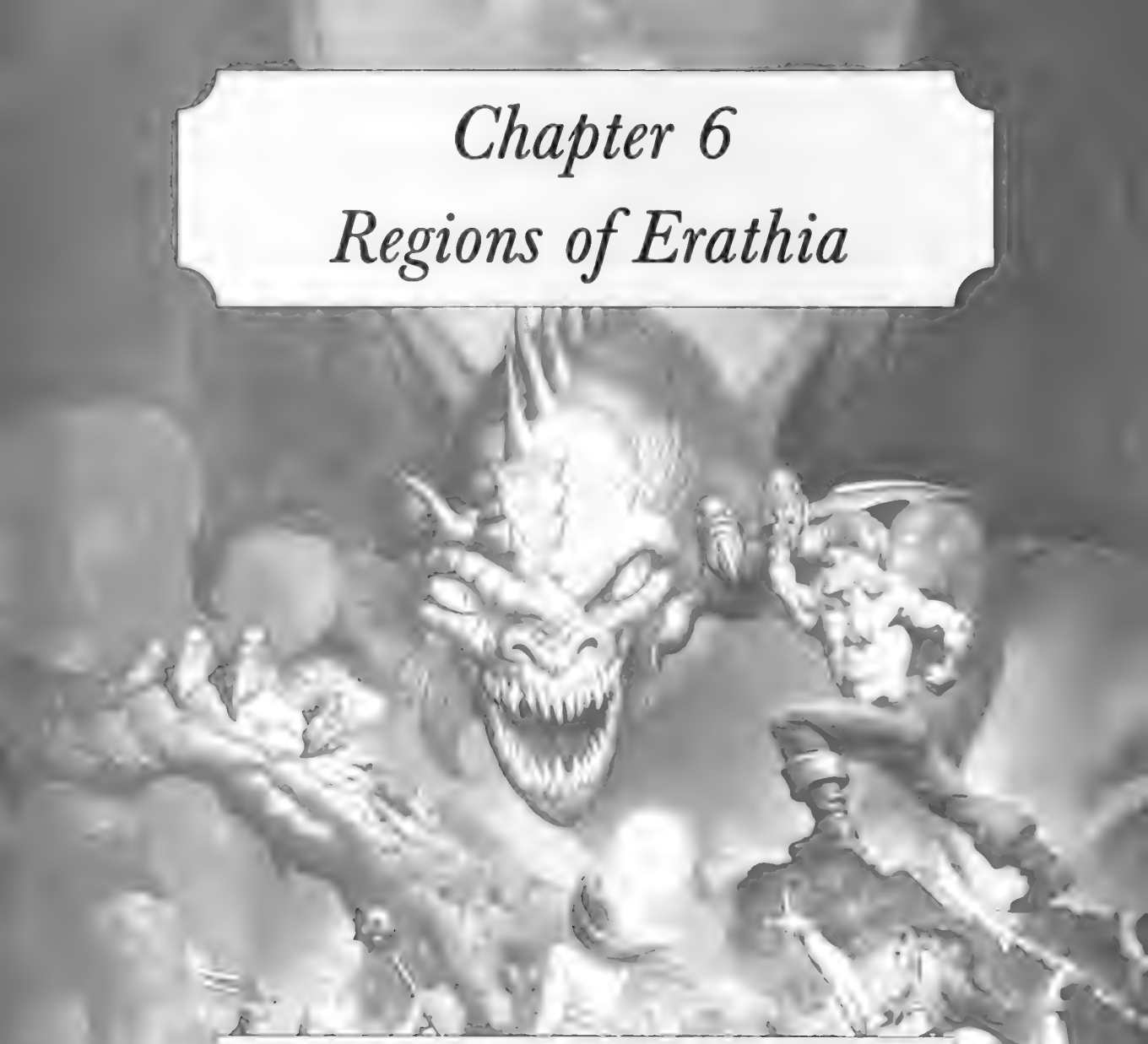
When you arrive in the Land of the Giants, a messenger from Archibald Ironfist intercepts you. The message comes with a blaster, and tells you Xenofex holds Archibald's brother, Roland Ironfist, prisoner. Archibald wants you to save Roland so Queen Catherine will remove a death sentence she has decreed for Archibald's part in Roland's abduction. You must save Roland in any case, because he has the key to Xenofex's chambers. You'll find him imprisoned in a hanging cage inside the Hive. After you retrieve him and his key, go after Xenofex and kill him. Return to Resurectra or Kastore. Now you'll embark on the game's final mission: retrieve the oscillation overthruster from the *Lincoln* and return it to your leader.

The *Lincoln* lies on the ocean floor off Avlee's coast. To get there, you'll need the environmental suits your leader gives you. Before your party members can don these, they must remove all armor, amulets, and rings. Further, while they're underwater, they can't cast spells. Obviously, this makes getting to the *Lincoln* difficult: you must fend off attacking sharks without armor or spells while you search for the ship.

To reach the ship, go to Avlee, don your suits, and then head west off the shore. When you reach the edge of the region, you'll be asked if you want to go to the Shoals. The *Lincoln* lies on the ocean floor near the center of the Shoals map. Enter the ship through either of its two hangars, located about two-thirds of the way down its length. Be prepared for action: as soon as you enter, a large number of Droids attack. Unless your party is amazingly tough, you'll probably need to flee. Find a safe place, remove your suits, and put all your best equipment back on.

Many of the doors here, including the one to the control room with the oscillation overthruster, open only after the ship's power is restored, so doing so is your first course of action. After that, retrieve the oscillation overthruster and get out. Return to your leader: Resurectra will build the Gate of the Ancients and thus end the Silence by bringing Erathia into contact with the greater universe. Kastore uses the oscillation overthruster to build a machine that replicates blasters. Thus armed, his forces are unstoppable and take control of Erathia. In either case, the game ends.

Chapter 6
Regions of Erathia



This chapter looks at Erathia region by region. Each region's section contains complete indoor and outdoor maps for all its adventure areas, lists of all shops and houses, and walkthrough information for all game quests. Quests are listed with the region where you receive them. Many main line quest descriptions refer heavily to Chapter 5's *Story Line* section.

Because they're the first two regions you encounter, Emerald Island and Harmondale are first and second here. After that, each region is covered alphabetically, starting with Avlee.

Map Characteristics

The events in *Might and Magic* VII take place on either indoor or outdoor maps. Some spells, such as Fly, can be cast only outdoors, and others, such as Inferno, only indoors.

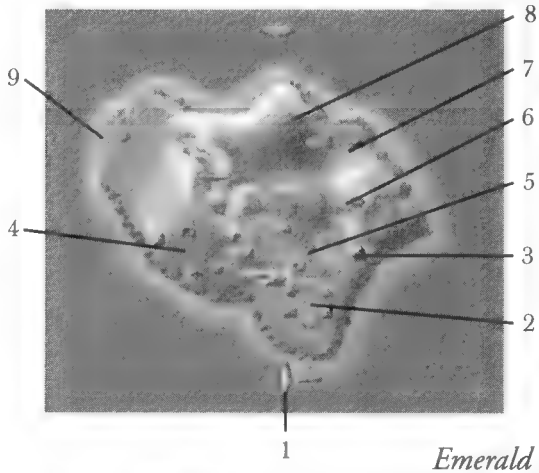
Entering a map for the first time triggers a timer that controls that map's "respawn" rate–that is, the rate at which the creatures you've killed and treasures you've taken are replenished. Quest-related creatures and treasures are exempt from respawn. The map is "cleaned up," as well: loose items, such as those you drop on the ground, are removed. Most maps respawn after two years.

Numbers listed with each map reflect how hard it is for characters to use their Perception, Disarm Trap, and Stealing skills there. As you learned in Chapter 4, a character must have a Disarm Trap Power or Perception Power higher than a map's Trap Value or Perception Value to apply these skills. Applying the Stealing skill is more complicated. Each map has a Stealing Value from 1 to 10, reflecting how tough it is to perform this skill on that map. The higher the number, the harder it is to steal there. (Chapter 3 provides details.)

Emerald Island

Your adventure starts on Emerald Island. The Dragon Cave and Temple of the Moon lie within this region. Lord Markham is conducting a scavenger hunt you must win before you can leave the island. The prize is the deed to Castle Harmondale. After you complete Lord Markham's contest, you may leave for Harmondale via the boat on the island's southern coast. Once you leave, you can't return.

Fig. 6-1. Emerald Island



Trap Value:	0
Steal Value:	1
Perception Value:	0
Creatures:	Dragonflies, Swordsmen, Human Peasants

Emerald Island Locations

Area	*Name*	*Notes*
1	The *Lady Margaret*	Your ship. Leave the island here after you complete Lord Markham's Contest.
2	The Knight's Blade	Weapon shop
2	Two Palms Tavern	Tavern
2	Erik's Armory	Armorer
2	Carolyn Weathers	Memberships: Air Guild, Fire Guild
2	Fountain	Temporary + 50 Fire resistance
3	Lord Markham	Quest: Find Lost Contestants
4	Island Training Grounds	Training to level 5
4	Initiate Guild of Spirit	Levels 1-4 Spirit spells
4	Initiate Guild of Air	Levels 1-4 Water spells
4	Initiate Guild of Body	Levels 1-4 Body spells
4	Initiate Guild of Fire	Levels 1-4 Fire spells
4	Emerald Enchantments	Magic shop
4	The Blue Bottle	Alchemist
4	Fountain	+2 Luck. Max Luck 15. Works eight times. Replenishes after two months.
4	Pedestal	Haste
5	Healer's Tent	Temple
5	Fountain	Heal +5 Hit Points
5	Fountain	Replenish +5 Spell Points
5	Fountain	Gives 1000 gold if you have Luck over 14 and less than 200 gold.
5	Roger Tellmar	Memberships: Spirit Guild, Air Guild
6	Temple of the Moon (map below)	Quest Items: Longbow, Fancy Hat, Temple Tile
6	Attribute	Game
7	Dragon's Lair (map follows)	Quest Items: Longbow, Contestant's Shield
7	Pedestal	Fire Resistance
8	Pedestal	Day of the Gods
8	Cannon	Fires Death Bloom at ship north of island.
9	Abandoned Tent	Quest Items: Red Potion, Seashell

Quests

Lord Markham's Contest (Main Line)

You undertake this quest automatically when the game starts.

Margaret the Docent, an NPC, joins your party as soon as you step onto the island. Speak with her to learn that Lord Markham's contest is a scavenger hunt. To win, you must acquire and take the following items to the contest judge (area 3): a Red Potion, Longbow, Seashell, musical instrument (Lute), fancy hat (Wealthy Hat), and a Floor Tile from the Temple of the Moon. You must finish this quest before you can leave Emerald Island and continue the game.

As you find items, take them to the contest judge. These subquests are your main sources of experience points on the island, so take the items to the judge as you find them, rather than deliver them all at once. This way you'll get experience points for finding the easier items and can use them to train your characters to higher levels before going after the harder items.

After you retrieve all the items, Lord Markham gives you your prize–the deed to Castle Harmondale. Now you may leave the island for Harmondale by way of the boat you arrived on.

Red Potion

You should have no problem finding a Red Potion. In fact, there's a good chance one of your party members already has the ingredients. Widowsweep Berries (its reagent) grow wild on the island's shores and hillsides. You'll find red reagents and empty potion bottles in a chest inside the abandoned tent (area 8), as well.

Longbow

There are two Longbows on the island. Sal Sharktooth, an Adventurer in the Temple of the Moon (area 6), has one. The other lies on the floor just inside the entrance to the Dragon's Lair (area 7). Although they're perilous to recover, you should get both–one to give to the judge and one to keep.

Seashell

You'll find Sally wandering near the Dragon's Lair (area 7). If you talk to her, she offers to sell you a Seashell for 100 gold. Another Seashell lies in a box inside an abandoned tent (area 9). A swarm of hostile Dragonflies guarding the tent renders this task difficult.

Musical Instrument

Ailyssa the Bard wanders in front of the Two Palms Tavern. Talk to her and ask her about her Lute. She offers to sell it to you for 500 gold. Buy it.

Hat

You'll find a Wealthy Hat in the Temple of the Moon's Barracks (area 6). Or trade a Red Potion for one with the party of Swordsmen near the temple entrance.

Floor Tile

A Floor Tile lies in the secret Library chamber in the Temple of the Moon (area 6).

Find the Missing Contestants (Secondary)

A group of contestants has gone missing on the island. Lord Markham (area 3) offers you a reward to find out what happened to them. This quest is optional, but you should complete it for the gold and experience. To do so, take the Contestant's Shield, located just inside the Dragon's Lair (area 7), to Lord Markham.

Pro or Con (depending on your outlook)

Later in the game, Mr. Malwick's associates will ask you to steal an item from an ally. If you don't, mercenaries descend on Harmondale. To clear them out, you must attack their headquarters. Either way, you'll have to complete an extra quest. This makes the game harder, but you do get extra gameplay.

Other Notable Features and Events

Mr. Malwick

One of the peasants wandering around area 5 is an agent with a secret agenda. Talk to him, and he offers you an Alacorn Wand of Fireballs in exchange for an unspecified later favor.

Pros

The wand allows you to use Fireballs in combat–virtually your most powerful attack for a long time into the game. It's a valuable item you can sell for gold.

Cons

You must use the wand carefully: it deals indiscriminate damage that can kill your characters.

Abandoned Tent

An abandoned tent at the northwest corner of the island holds four chests that contain, among other things, Red Potion ingredients and a Seashell. You can use both to complete Lord Markham's contest.

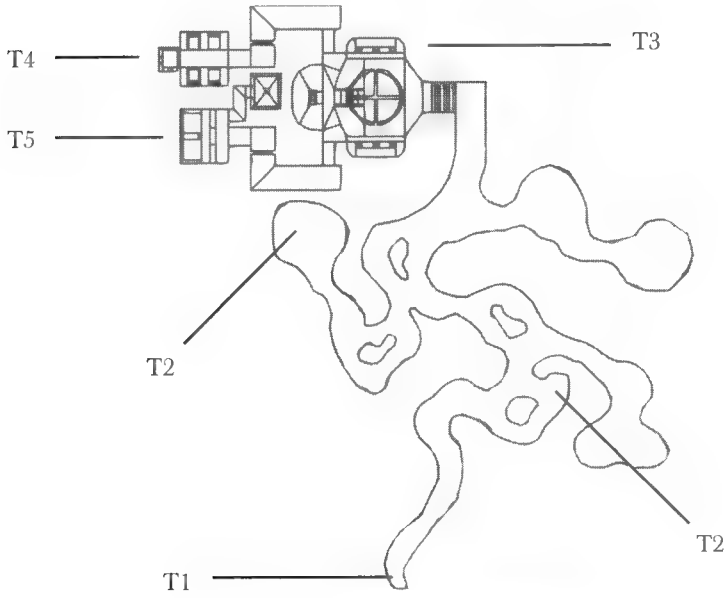
The best way to fight the swarm of Dragonflies guarding the tent is to approach from the top of the area 5 hill and engage them from long range with bows and spells. If you back away, you can draw off a few Dragonflies so you don't have to fight them all at once.

Indoor and Dungeon Areas

Temple of the Moon

The Temple of the Moon (area 6) is a small, abandoned temple infested with Bats, Rats, and Spiders. Inside you can pick up three items for Lord Markham's contest–a Fancy Hat, a Longbow, and a Floor Tile.

Fig. 6-2. The Temple of the Moon



Trap Value:	2
Steal Value:	10
Perception Value:	0
Creatures:	Rats, Bats, Spiders, Swordsmen

Temple of the Moon Locations

Area	*Notes*
T1	Entrance/Exit
T2	Trapped Chests
T3	Temple Hall
T4	Barracks
T5	Library

Entrance and Caves

To reach the Temple Hall (T3) you must pass through the caves between it and the entrance (area T1). As you travel, clear out the Bats, Rats, and Spiders both along the main path and in the side caverns. This way, they won't sneak up from behind during the big battle at the Temple Hall.

Temple Hall

The Temple Hall (T3) contains large numbers of Rats and Bats. If you repeatedly run up to the entrance and then backpedal, you should be able to draw out a few creatures at a time and deal with them in the hall outside. Fire Bolts fire again and again down the halls at the hall's west end. Avoiding them is a matter of timing and running.

Barracks

To enter the Barracks (T4), you must press the wall button outside the door. Inside are a couple of Adventurers–Sal Sharktooth and a Swordsman. If you didn't attack the Swordsmen in the Library, Sal won't attack you; go check out the five chests of drawers at the west end of the room. Inside one, you'll find the Wealthy Hat you need for Lord Markham's contest.

Equip your characters with the best items from the chests and then attack Sal. Kill him and take the Longbow you find on his body (also an item you need for the contest).

Library

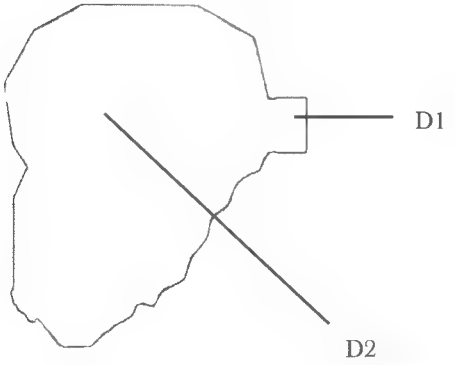
Press the wall button to open the Library door (T5). Two swordsmen are searching the library. If you attacked Sal in the Barracks, they will attack. Otherwise, you can walk by them and check the bookshelves to pick up magic scrolls. A secret door at the northeast corner of the Library (click on the wall to open it) admits you to a secret, Rat-guarded chamber. Inside, you'll find more bookshelves to search–and the Floor Tile you need for the contest.

Dragon's Lair

The Red Dragon in this cave is virtually impossible to beat with your starting party. Fortunately, the items you want–a Longbow (fulfills a requirement of Lord Markham's contest) and a Contestant's Shield (for the "Find the Missing Contestants" quest)–lie next to the cave entrance.

As soon as you enter the cave, go into turned-based mode (press Return). During your movement phase, go forward into the cave until you can reach the bow and shield. Pick them up, turn around, and leave the cave. Because the Dragon should be preoccupied battling some Rats, there's a good chance you can finish before it notices you.

Fig. 6-3. Dragon's Lair



Trap Value:	20
Steal Value:	10
Perception Value:	20
Creatures:	Rats, Dragon

Dragon's Lair Locations

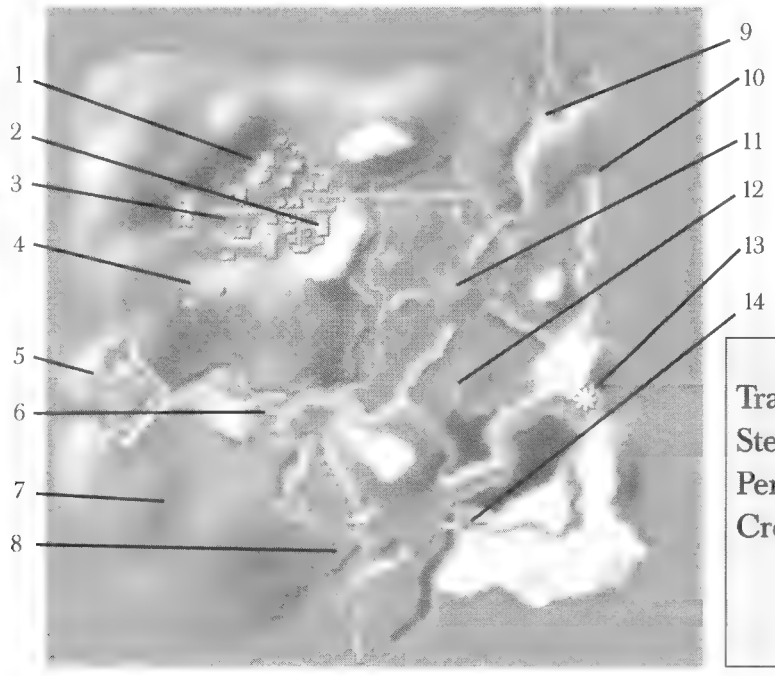
Area	*Notes*
D1	Entrance/Exit
D2	Starting location of Red Dragon

Harmondale

The castle you win in Lord Markham's contest is located in Harmondale, and this makes Harmondale your home turf. A war involving Elves, Humans, Necromancers, and bands of mercenaries (all of this takes place in New World Computing's turn-based strategy game, *Heroes of Might and Magic III*) has caused many territorial borders to be redrawn. Not everyone is happy with the results.

When the game begins, Queen Catherine, the Human leader, rules Harmondale; the Elves lay claim to those lands, as well. As you learned in Chapter 5, the early part of the game revolves around your party proving itself worthy to rule Harmondale and settling the Human-Elf dispute. After this happens, the focus shifts to Celeste or the Pit, depending on whether you choose the Path of Light or the Path of Dark.

Fig. 6-4. Harmondale



Trap Value:	4
Steal Value:	1
Perception Value:	4
Creatures:	Goblins, Swordsmen, Human Peasants

Harmondale Locations

Area	*Name*	*Notes*
1	Adept Guild of Air	Air Magic Spells
1	Initiate Guild of Body	Body Magic Spells
1	Initiate Guild of Mind	Mind Magic Spells
1	Initiate Guild of Water	Water Magic Spells
1	Initiate Guild of Spirit	Spirit Magic Spells
1	Initiate Guild of Earth	Earth Magic Spells
1	Fountain	+ 2 Accuracy, permanently. Works once.
1	Water Guild Troughs	Poison
2	Bank of Erathia	Bank
2	Philters and Elixirs	Alchemist
2	Basic Principals	Training hall
2	Otto's Oddities	Magic shop
2	Withersmythe's Home	Teachers: Expert Staff, Expert Leather
2	Krewlen Residence	Teachers: Expert Identify Item, Expert Repair Item
2	Temper Residence	Teacher: Master Fire Magic. Quest: Find the ArcoMage Player
2	Mist Manor	Teachers: Expert Dodging, Expert Unarmed

Harmondale Locations Continued

Area	*Name*	*Notes*
2	The J.V.C. Corral	Stables
2	Fountain	200 gold if have less than 200 in party and 100 in bank
2	Pedestal	Stone Skin
2	Pedestal	Shield
2	Attribute Game	On hill south of town gate
2	On the House	Tavern; Quests: Find Signet Ring, Talk to Dwarf King
2	The Peasant's Smithy	Armorer
2	Tempered Steel	Weapon shop
2	Bowes Residence	Memberships: Air Guild, Fire Guild
3	Castle Harmondale	(map follows)
3	WelNin Cathedral	Temple. Quest: Find Lantern of Light
3	Harmondale Townhall	Townhall, Bounty Hunts
3	Mark Manor	Teacher: Grand Master Bow; Quest: Master Archer
3	Hillsman Residence	Teacher: Expert Body Magic; Membership: Body Guild
3	Stillwater Residence	Teacher: Expert Spirit Magic; Membership: Spirit Guild
4	Torrent's	Teacher: Grand Master Water Magic
4	Skinner's House	Teachers: Master Disarm Trap, Expert Stealing
5	Signal Fire	For "Call the Goblins" event
6	Hume Residence	Membership: Mind Guild. Quest: Monk Initiate
6	Farswell Residence	Memberships: Water Guild, Earth Guild
6	Kern Residence	Teacher: Expert Earth Magic
6	Weider Residence	Teachers: Expert Perception, Grand Master Identify Monster
6	Chadric's House	Teachers: Grand Master Sword, Expert Axe
6	Fountain	+ 10 Might, temporary
7	Grognard's Camp	Goblin camp after completing "Call the Goblins" event
8	Signal Fire	For "Call the Goblins" event
9	Signal Fire	For "Call the Goblins" event
10	Obelisk	–
11	Goblin Fort	See *Other Notable Features and Events* below
12	Shrine	Teleports to the Land of the Giants after you visit that region
13	Arbiter's Hut	(See description.)
14	White Cliff Caves (map follows)	Quest Item: ArcoMage Deck

Clear Harmondale of Goblins (Main Line)

After completing Lord Markham's contest on Emerald Island, you're deposited in front of Castle Harmondale (area 3). The first time you go to the castle door, a Butler greets you and tells you the castle is infested with Goblins. To complete this quest, enter the castle and kill all the Rats, Bats, and Goblins inside.

Rats attack as soon as you enter. Clear out the entrance hall (Castle Harmondale, H1) before you continue, because more Rats wait down the left and right corridors. Small groups of Goblins lurk in each corner of the first-floor corridor. Clear them out, then clear out the creatures in the first-floor rooms.

Find the Butler at the On the House tavern (area 2) to complete the quest.

Repair the Castle (Main Line)

After you complete the "Clear Castle Harmondale of Goblins" quest, you meet the Butler at the On the House tavern. He tells you Castle Harmondale needs repairs, and that you should go talk to the Dwarves about this. To complete this quest, talk to Hothfarr IX in Stone City (Burrow Downs region) and complete the quest he gives you ("Rescue the Dwarves"). Then you'll be able to enter the Castle Harmondale throne room.

Talk to Queen Catherine and King Parson (Secondary)

After you complete "Repair the Castle," you meet with ambassadors from the Elves and Humans in the Harmondale Castle throne room (Castle Harmondale, H2). They ask you to travel to Castle Gryphonheart in Erathia and Castle Naven in the Tularean Forest to talk to Queen Catherine (Human) and King Parson (Elf), respectively.

Queen Catherine sends you on the "Rescue Steel" quest and "King Parson" gives you the "Steal the Plans to Riverstride" quest. You can perform these quests only until the point where you choose the Path of Dark or the Path of Light.

Choose a New Arbiter (Main Line)

The next time you enter Castle Harmondale's throne room after Judge Grey dies, you'll meet with two more ambassadors. It's fallen to you to choose a new Arbiter in the dispute between the Humans and Elves. The ambassador from the Wizards of Bracada want you to choose Judge Fairweather; the ambassador from the Necromancers of Deyja want you to choose Judge Sleen. Fairweather waits for you at the Familiar Place in Bracada; Sleen is at the Snobish Goblin in Deyja. To complete this quest, you must travel to either tavern, pick up the judge there, and escort him to the Arbiter's Hut (area 13).

If you choose Judge Sleen, you choose the Path of Dark; choose Judge Fairweather and you choose the Path of Light. To play both paths using the same party, save your game before installing either judge in the Arbiter's Hut.
After you complete this quest, Judge Fairweather sends you on to talk to Magnus in Celeste. Judge Sleen sends you to talk to Archibald in the Pit.

Recover the Signet Ring (Secondary)

In the On the House tavern (area 2), Davrik Peladium asks you to retrieve a Signet Ring Bandits stole from him. It's located in the Bandit Caves in the Erathia region. In the caves (Bandit Caves, B2), one of two chests contains the Signet Ring quest item–but only after you receive the quest from Peladium. Before that, it contains only normal treasure. Return the ring to Peladium in the tavern to complete the quest.

Bandits guard the area around the cave. Inside you'll encounter Bandits and Thieves. If you take care not to engage all these creatures at once, you should be able to finish this quest early in the game.

Find the ArcoMage Player (Secondary)

Darron Temper, in the Temper Residence (area 2), asks you to find out what's become of his brother Elron, who went off to the White Cliff Caves (area 14) to practice the ArcoMage card game.

Oozes living in the caves have devoured Elron. To complete this quest, you must go to the White Cliff Caves, retrieve Elron's ArcoMage Deck, and return to the Temper Residence. Darron Temper rewards you and tells you to keep the deck, which you need to play ArcoMage in the taverns. (See "Win the ArcoMage Tournament" in the Erathia region section.)

Troglodytes and Oozes infest the White Cliff Caves. Fortunately, they're as willing to fight each other as they are to fight your party; as you travel in the caves, often you can walk away from battles between these creatures.

Look at the White Cliff Caves map and note that the ArcoMage Deck lies in a side tunnel (White Cliff Caves, W2). To avoid the most trouble, run to the deck, grab it, and retrace your steps back out. Oozes are much slower than you, so you can run right past them. If you have trouble fighting them, it may be because only spells or weapons that do magical damage can harm them.

Find the Lantern of Light (Secondary)

At the WelNin Cathedral (area 3), Tarin Withern asks you to find the Lantern of Light, which lies in the Barrows dungeon, in the Barrow Downs region. You must retrieve the lantern and return it to Withern to complete the quest.

The lantern is indeed located in the Barrows (Barrow II, B1, in the middle chest). Take care not to attack the Zombies in that section of the dungeon and you'll have a much easier time: they won't attack you unless you attack them first. This isn't true of the Rats, however. When you battle them, make sure your spell attacks don't damage the Zombies.

Find the Perfect Bow (Promotion: Master Archer)

After you complete the Warrior Mage promotion quest for Steagal Snick in Avlee, Laurence Mark of Mark Manor (area 3) gives you the Master Archer promotion quest. He asks you to retrieve the Perfect Bow from the Titan's Stronghold in Avlee.

The bow you seek lies in a chamber west of the main entrance (Titan's Stronghold, T2). Unless your party can take on the large number of Titans and Dragons guarding this dungeon, it's wise to enter it only after you gain the Invisibility spell. The corridors are very wide, so you'll *probably* be able to squeeze past the monsters on your way to T2. Save your game before entering the stronghold.

You'll find the bow's performance somewhat less than perfect before you take it back to Mark. When you do, he makes some adjustments to it and returns it to you a much better weapon–your reward for gaining the rank of Master Archer.

Kill the High Priest of Baa (Promotion: Master)

If you're following the Path of Light and have completed the "Visit the Site of Power in the Barrows" quest, you can return to Bartholomew Hume to receive the second Monk promotion quest.

You'll find the High Priest of Baa in the Temple of Baa at Avlee. Although Devils lurk in the temple, you can save yourself a lot of trouble by making a beeline for the High Priest. If you don't open the doors on the way, you can save your strength for the major battle in the altar hall (Temple of Baa, B4), where you confront numerous Clerics of the Moon.

After you clear the room, check the High Priest's body: he has the Cloak of the Sheep–a powerful Artifact. Then return to Bartholomew Hume to complete the quest. He promotes your characters to the rank of Master Monk.

Visit the Site of Power in the Barrows (Promotion: Initiate)

Bartholomew Hume, in the Hume Residence (area 6), is in charge of giving Monks the Initiate rank promotion. He tasks you to find a "site of great natural power" somewhere in the Barrows dungeon, in the Barrow Downs region. What you seek lies in Zokarr's Tomb, in a part of the Barrows guarded by Wights and Ghouls.

To complete the quest, you must go to the pool at Zokarr's Tomb (B16) and click on the water. Bartholomew appears and grants you the promotion. If your party is weak at this point, you needn't open the four doors around the pool. The chamber beyond contains more Ghouls and Wights.

Other Notable Features and Events

The Arbiter's Hut

Whenever Judge Grey, Judge Sleen, or Judge Fairweather occupies the Arbiter's Hut, you can visit the Arbiter to check on your progress. He provides hints about your next course of action.

One conversation option is, "I lost it." If you recovered a quest item and somehow lost track of it before you could give it to the person who wants it, the current Arbiter will locate it for you. These features are provided to ensure that not knowing what to do, or losing a crucial item, doesn't prevent you from finishing the game.

The Mercenaries Collect a Debt

This event happens only if you took the Alacorn Wand of Fireballs from Mr. Malwick on Emerald Island. If you did, you'll recall that he gave you the wand in exchange for an unspecified future favor.

The next time you enter Harmondale (within six weeks after you choose the Path of Dark or the Path of Light), you'll receive a message from the Mercenary Guild on Tatalia giving you two weeks to visit the guild. If you do, its representative Niles Stantley requests that you steal a tapestry. If you chose the Path of Dark, this tapestry lies in Castle Gloaming, in the Pit. If you're following the Path of Light, you must steal a tapestry from Castle Lambent, in Celeste. You have two weeks to accomplish this.

If you fail either to reach the guild or steal the tapestry in the allotted time, a horde of Goblins and Swordsmen attacks Harmondale. All town shops and services will close until you rid the area of these hostile forces. Of course, stealing either tapestry turns your allies against you. If you steal the Lambent tapestry, the

creatures in Castle Lambent, Celeste, and Bracada become hostile. Upsetting your dark-path allies upsets the creatures in the Pit, Castle Gloaming, the Hall of the Pit, and Deyja. Either way, your allies won't forgive you for a month.

The easiest way to deal with the Mercenary Guild invasion is simply to kill all hostile Goblins and Swordsmen in Harmondale. After that, the region returns to normal.

Call the Goblins

A Goblin spy walking around your town says that, if you light the Signal Fires (areas 5, 8 and 9), fighters from Erathia will appear to help you fight the Goblins at the Goblin Fort (area 11). In truth, however, these fires will call more Goblins. This new force appears at area 7, lead by a Goblin Lord called Grognard. If you kill him, you'll find Grognard's Cutlass on his body.

The Goblin Fort

A large army of Goblins occupies the area around the Goblin Fort (area 11). This army is dangerous, particularly early in the game, before you've built up your characters. You can deal with them handily, however, by turning their own weapons against them:

The fort contains four powerful spell launchers that fire off salvos of Death Blossom, Fire Ball, Fire Bolt, and Sparks. If you charge through the Goblin army into the fort, you can reach the launchers without taking much damage. Eliminate the few Goblins inside, and then repeatedly click the buttons that activate the spell launchers. The spectacular multiple spell blast cuts an impressive swath of destruction.

Indoor and Dungeon Areas

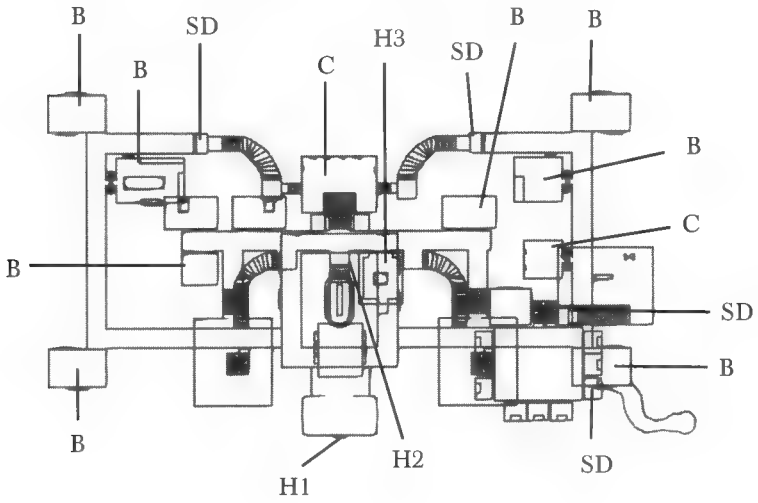
Castle Harmondale

Castle Harmondale is your party's home. The castle itself changes form twice during the game. Before you can enter the thick of the main line adventure, you first must clear the castle of hostile creatures and arrange for repairs (finish the "Clear Castle Harmondale of Goblins," "Repair the Castle," and "Rescue the Dwarves" quests). After this, the throne room (H2) becomes operational; then you can receive the "Talk to Queen Catherine and King Parson" quest and, later, the "Choose a New Arbiter" quest.

During this first upgrade, you also gain access to the castle prison. You can store items in the castle without fear of losing them, for the Castle Harmondale map never respawns. You also can rest in the castle without using any food.

After you choose the Path of Light or the Path of Dark and complete the appropriate proving-ground quest ("Run the Wall of Mists" or "Run the Breeding Zone"), your allies complete repairs on your castle. This opens up the shops near the throne room and the second floor. Rooms on the second floor contain barrels and chests. The library holds the Basic Cryptography quest item for the Monk Ninja promotion quest.

Fig. 6-5. Castle Harmondale



Trap Value:	2
Steal Value:	10
Perception Value:	2
Creatures:	Rats, Bats, Goblins

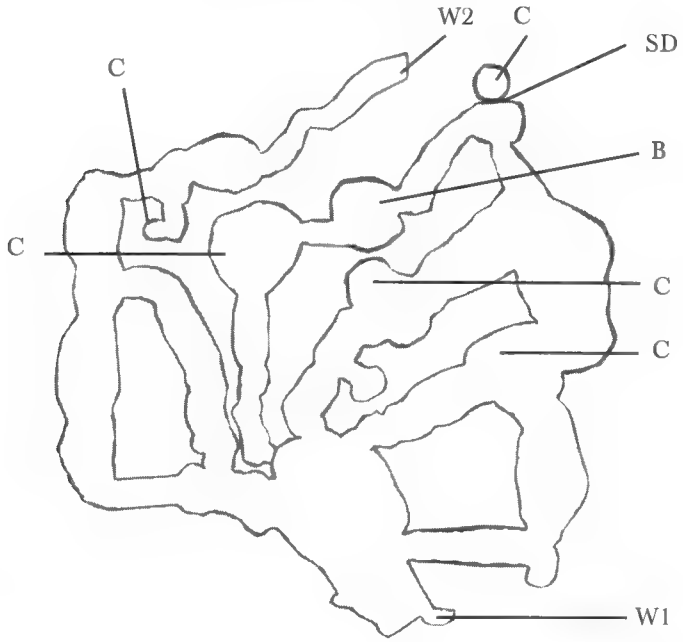
Castle Harmondale Locations

Area	*Notes*
H1	Entrance
H2	Throne Room
H2	Swords Inc. (Weapon Shop)
H2	Thel's Armor and Shields (Armor Shop)
H2	Beakers and Bottles (Alchemist)
H2	Sanctuary (Temple)
H3	Library
B	Barrel(s)
CH	Chest(s)
SD	Secret Door

White Cliff Caves

Enter these caves to recover the ArcoMage Deck for the "Find the ArcoMage Player" quest. You'll need the deck to finish the "Win the ArcoMage Tournament" quest. The caves are full of Troglodytes and Oozes. These creatures would just as soon fight each other as your party. Exploit their enmity: if you just want to get the ArcoMage Deck, you can run in, retrieve it, and run back out without engaging in any battles; to clear out the caves and get its treasures, wait until the Oozes kill the Troglodytes before going to grab loose items and open chests. Remember, only magical damage can harm Oozes.

Fig. 6-6. White Cliff Caves



Trap Value:	4
Steal Value:	10
Perception Value:	4
Creatures:	Troglodytes
	Oozes

White Cliff Caves Locations

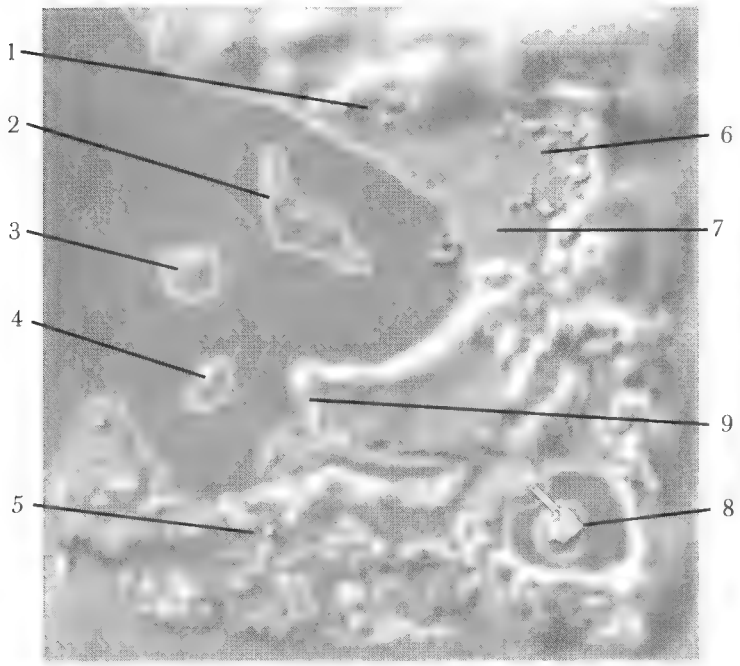
Area	*Notes*
W1	Entrance
W2	ArcoMage Deck
B	Barrel(s)
C	Chest(s)
SD	Secret Door

Avlee

Avlee is part of the Elf Kingdom under the rule of King Parson of the Tularean Forest. It's also the home turf of the Faerie King, who lives in the Hall under the Hill, and a Titan enclave, at the Titan's Stronghold. The Temple of Baa is tucked away in the hinterlands at the region's south edge.

In game terms, this region is mostly about completing promotion quests. You can find a Golem part for the "Build a Golem" quest, get the Perfect Bow for the Archer Master promotion, talk to the Faerie King to be promoted to Ranger Hunter, and kill the High Priest of Baa to become a Monk Master. To reach the outer islands (areas 2-4), you'll need the Fly or Water Walk spell.

Fig. 6-7. Avlee



Trap Value:	16
Steal Value:	5
Perception Value:	16
Creatures:	Elven Warriors
	Elven Peasants
	Wyverns
	Water Elementals

Avlee Locations

Area	*Name*	*Notes*
1	The Hall under the Hill (map follows)	Quest: Give Faerie Pipes to Johann Kerrid; Quest Actions: Give Johann Kerrid letter to Faerie King; enter the Faerie Mound.
2	Apple Residence	Teacher: Grand Master Alchemy
2	Kaine's	Teacher: Grand Master Meditation
2	Tempus' House	Teacher: Grand Master Body Magic
2	Fountain	+ 25 Hit Points, permanent; works once
3	Obelisk	–
3	Chest	Contains Golem's Left Arm for "Build Golem" quest.
4	Shrine	Quest Action: Place statue for "Place Statues on Shrines" quest.
5	Temple of Baa (map below)	Quest Action: Kill High Priest of Baa.
6	Snick House	Quest: Sabotage the Red Dwarf Mine Lift.
6	Ravenhair Residence	Teacher: Expert Water Magic; Membership: Body Guild
6	Featherwind Residence	Teacher: Master Mind Magic; Membership: Mind Guild
6	Jillian's House	Teacher: Grand Master Staff
6	Infernon's House	Teacher: Master Chain; Sells: Wine; Buys: Glass Bottles
6	Greenstorm Residence	Teacher: Master Air Magic
6	Deerhunter Residence	Teacher: Expert Axe, Expert Leather
6	Temple of Tranquility	Temple
6	Swiftfoot's House	Teacher: Master Identify Monster
6	Avlee Gymnasium	Training hall
6	The Knocked Bow	Weapon shop
6	Avlee Outpost	Armorer
6	Fountain	+ 20 Water Resistance, temporary
6	Fountain	+ 2 Endurance, permanent; works once
6	Paramount Guild of Mind	Mind Magic spells
6	Paramount Guild of Body	Body Magic spells
7	Holden Residence	Teacher: Expert Spear, Expert Perception
7	Brightspear Residence	Teacher: Master Armsmaster
7	Plush Coaches	Stables
7	Fountain	200 gold if have less than 200 in party and 100 in bank
7	The Potted Pixie	Tavern
7	Halls of Gold	Bank
7	Wind Runner	Boat
8	The Titan's Stronghold (map follows)	Quest Item: Perfect Bow
9	Druid Temple	Quest Action: Visit three (3) Druid Temples

Quests

Give the Faerie Pipes to Johann Kerrid (Secondary)

You get this quest from the Faerie King in the Hall under the Hill dungeon (location H2). If you have the letter from Johann Kerrid to the Faerie King, the Faerie King will give you the Faerie Pipes. Take these to Kerrid in the Tularean Forest town of Pierpont.

Sabotage the Red Dwarf Mines Lift (Promotion: Warrior Mage)

Steagal Snick in area 6 asks you to seal off the lower level of the Red Dwarf Mines in Bracada by sabotaging the machinery that runs the lift (Red Dwarf Mines, R2). He gives you a Worn Belt which you must install in the Lift Control Panel (Red Dwarf Mines, R3).

To reach the control panel you have to get past the Oozes on the top level, go down the lift, and then fight Medusas on your way to the control panel. Run around the upper level before you go down–there are many Stone to Flesh and Cure Paralysis potions scattered about which will be helpful when you face the Medusas.

Once you've installed the Worn Belt, you have one game hour to get out of the lower level. For more details, see *Red Dwarf Mines* below. After you're done, return to Snick for your promotion reward.

Find the Perfect Bow (Promotion: Sniper)

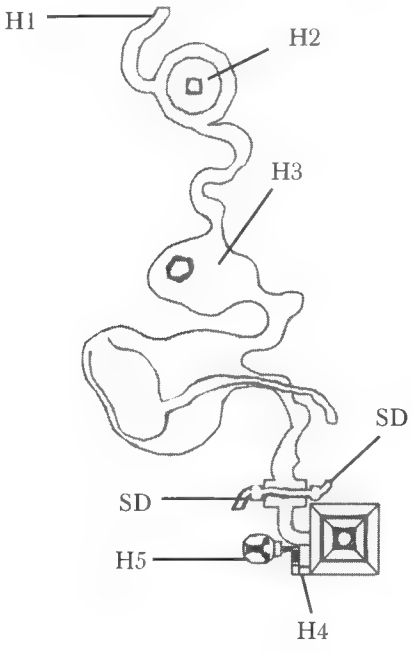
This quest is exactly like the quest given to you by Laurence Mark (Harmondale, area 3), except that you must be on the Path of Dark instead of the Path of Light. Once you're on the Path of Dark and have completed the Red Dwarf Mines lift sabotage, Steagal Snick will ask you to find the Perfect Bow and return it to him. For detail on how to accomplish this quest, see *Find the Perfect Bow (Promotion: Master Archer)* in the Harmodale section above.

Indoor and Dungeon Areas

The Hall Under the Hill

This dungeon, also known as the "Faerie Mound," is fairly easy to clear out once you know the secret to getting inside (see H1 description). Once you're in, you face Dragonflies–the creatures you fought on the Emerald Island outdoor map. By the time you get to this region, your party should be tough enough to beat these guardians handily.

Fig. 6-8. The Hall Under the Hill



Trap Value:	12
Steal Value:	10
Perception Value:	12
Creatures:	Dragonflies

Hall Under the Hill Locations

Area	*Notes*
H1	Entrance
H2	Faerie Mound
H3	Underground Forest
H4	Hidden Keyhole
H5	Treasure Room
SD	Secret Doors

Faerie Mound

When you first enter the Hall Under the Hill, all you'll see is a round chamber with a large mound in the center. To enter the rest of the dungeon, you must circle the mound three times. The third time you go around, a small tunnel appears on the north side of the mound.

When you enter the tunnel, the Faerie King greets you. If you've received the "Enter the Faerie Mound" Ranger promotion quest from Ebednezer Sower in the Tularean Forest, the Faerie King will promote your characters to Hunter. If you have Johann Kerrid's letter to the Faerie King (from Kerrid in the Tularean Forest), he'll take it and give you the Faerie Pipes in exchange for all your food.

After you deal with the Faerie King, you can move to the center of the mound. A button there activates an elevator platform that lowers you into the dungeon. About halfway down, you can jump off and enter a small room with a chest containing a Faerie Ring of Air Magic.

Underground Forest

As you enter this area, Dragonflies attack. (A Queen Dragonfly has a key on her body you'll need for the keyhole at location H4.)

When the Faerie King took all your food, he told you there was food in the dungeon. He meant the fruit trees growing in this underground forest. Click on them, and they'll give you an apple. Feed one to a character to increase your party's food by one.

Hidden Keyhole

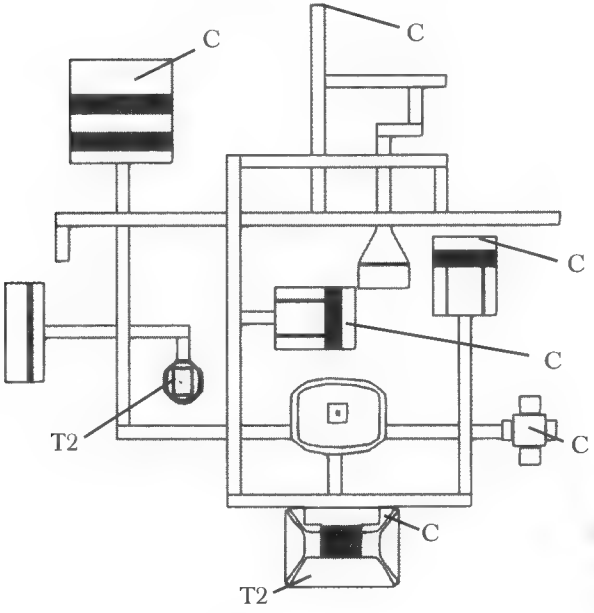
Click on a small secret panel on the north wall of this small corridor to reveal a small keyhole. Make sure the character holding the key from H3 is the active character, then click on the keyhole to open the stairway to H5.

The Titan's Stronghold

What can you say about a dungeon full of Titans and Dragons? This dungeon is *quite* challenging. Unless your party is ultrapowerful, you should sneak around in here using the Invisibility spell. The halls are wide enough that you should be able to sneak past the creatures wandering around.

Except for the monsters' toughness, there's really nothing tricky about this dungeon. The Perfect Bow you need for the "Find the Perfect Bow" Master Archer promotion quest lies in the small chamber at T2. If you feel like you can explore the remaining chambers, do so. The treasure in the stronghold is excellent.

Fig. 6-9. Titan's Stronghold



Trap Value:	32
Steal Value:	10
Perception Value:	32
Creatures:	Dragons
	Titans

Titan's Stronghold Locations

Area	*Notes*
T1	Entrance
T2	Chest containing the Perfect Bow
C	Chest(s)

The Temple of Baa

The main reason to enter this temple is to complete the Master quest, "Kill the High Priest of Baa," you accepted from Bartholomew Hume in Harmondale. The High Priest is in B4, on the upper platform. Take the spiral walkway just east of B2 and then head straight for B4 to reach him.

Entryway

The spiral pathways east and west of the entrance lead to two long corridors running to B3 and B4. If you cast Wizard Eye, it will seem that there are a lot of hostile creatures on the staircases, but in fact they're far below you in the pit beneath the paths.

If you stay on the paths, you won't have to face the Clerics and Devils in the pit. If you do go down there, an elevator near the pit's center will carry you back to the upper level.

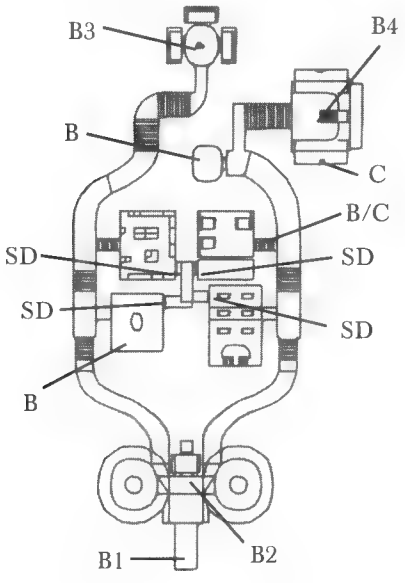
Prison

To open the doors to the east, west, and north chambers, press buttons on the pedestal in the center of the room. Each chamber contains a Devil.

High Priest's Chamber

The High Priest of Baa starts on the upper platform in this room full of Clerics. If you kill him, search his body. He has the Cloak of the Sheep–a powerful Artifact.

Fig. 6-10. The Temple of Baa



Trap Value:	22
Steal Value:	10
Perception Value:	22
Creatures:	Clerics of the Moon
	Spiders
	Devils

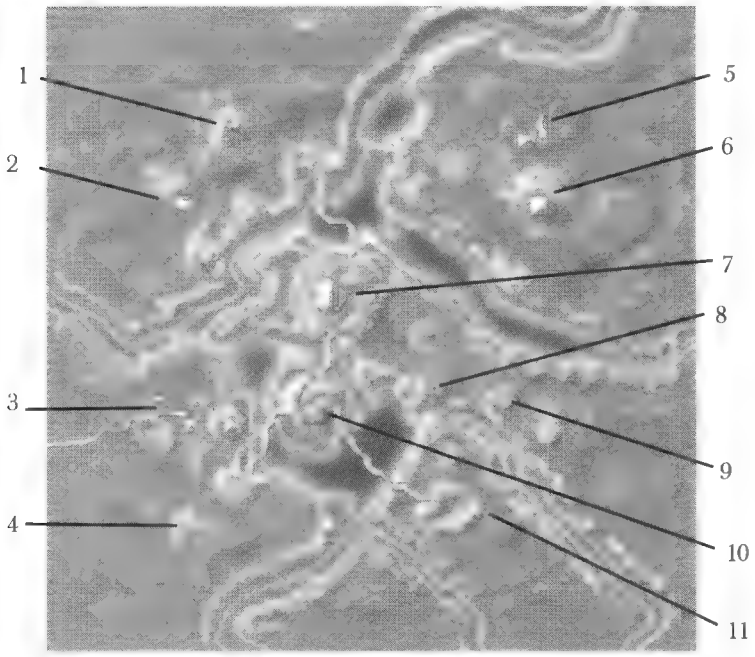
Temple of Baa Locations

Area	*Notes*
B1	Entrance
B2	Entryway
B3	Prison
B4	High Priest's Chamber
B	Barrel(s)
C	Chest(s)
SD	Secret Doors

The Barrow Downs

The Barrow Downs is at the heart of the Dwarven kingdom ruled by Hothfarr IX from Stone City (area 7). Stone City is located on a high plateau overlooking the plains below. There are many ways to reach the series of high bridges leading to the city. The easiest for an early game party approaching from Harmondale is to cross the river bridge just west of area 5 and then climb the mountain path on the other side. This will get you to a high bridge just north of Stone City. You must visit Hothfarr early in the game to ask him to fix Castle Harmondale. (Talk to the Dwarf King quest received in Harmondale). He'll give you the Rescue the Dwarves quest–the last quest in the first section of the main story line.

Fig. 6-11. The Barrow Downs



Trap Value:	10
Steal Value:	5
Perception Value:	10
Creatures:	Gogs
	Ghosts
	Gargoyles

Barrow Downs Locations

Area	*Name*	*Notes*
1	Barrow X (map follows)	See *Barrow Dungeons*
2	Haunted Mansion (map follows)	Quest Action: Clear out Haunted Mansion Quest Item: Angel Statue Painting.
3	Fountain	+ 25 Fire Resistance, temporary.
3	Houses	Rumors.
4	Shrine	+10 Might and Endurance, permanent. Works once each character.
5	Miners Only	Tavern.
5	Houses	Rumors.
6	Barrow IX (map follows)	See *Barrow Dungeons*
7	Stone City (map follows)	Quest: Clear out the Troglodytes Quest Action: Talk to Dwarf King.
8	Obelisk	–
9	Attribute Contest	–
10	Chest	Quest Item: Golem Chest.
11	Barrow VII	See *Barrow Dungeons.*

Initially, the only way to get to the Mount Nighon region is through the Nighon Tunnels that connect Stone City to Thunderfist Mountain. The Nighon Tunnels map is discussed with the Mount Nighon region. After visiting there, use the Town Portal spell to reach the town in Mount Nighon.

Quests

Rescue the Dwarves (Main line)

After you clear Castle Harmondale of Goblins, the Butler sends you on the Talk to the Dwarf King quest. To complete this quest, you must travel to Stone City (area 7) and talk to Hothfarr IX in his throne room (Stone City, S8). Hothfarr says he will repair your castle if you prove yourself to him by rescuing some of his miners trapped in the Red Dwarf Mines (Bracada Desert, area 11).

The entrance to the mine is guarded by several Griffins who are pretty tough, considering how early in the game you must complete this quest. Don't tackle the entire flock at once. Instead, draw a few away at a time to break up the battle into several smaller conflicts. If even a few Griffins cause you too much trouble, you should spend some time doing easier quests to gain experience.

After you enter the mines, avoid going to the lower level unless you think you can handle a large number of Medusas. The Dwarves you need to rescue are on the upper level. If you aren't strong enough to face the first level's Oozes, they are easily avoided by running. Just grab the seven Dwarf Statues (Medusa-stoned Dwarves) and leave. Return them to Hothfarr, and he'll reward you by agreeing to fix Castle Harmondale.

Clear out the Troglodytes (Secondary)

Spark Burnkindle (Stone City, S7), asks you to help the Dwarves by clearing out the Troglodytes in the Stone City mines. This quest is fairly straightforward . Take the elevator at Stone City, S3, down to the mines. If you get into trouble while hunting Troglodytes, run back to the elevator, take it to the main city and rest at the tavern (S6) or near the entrance (S5).

After you've cleared out the mines, return to Spark's House for your reward.

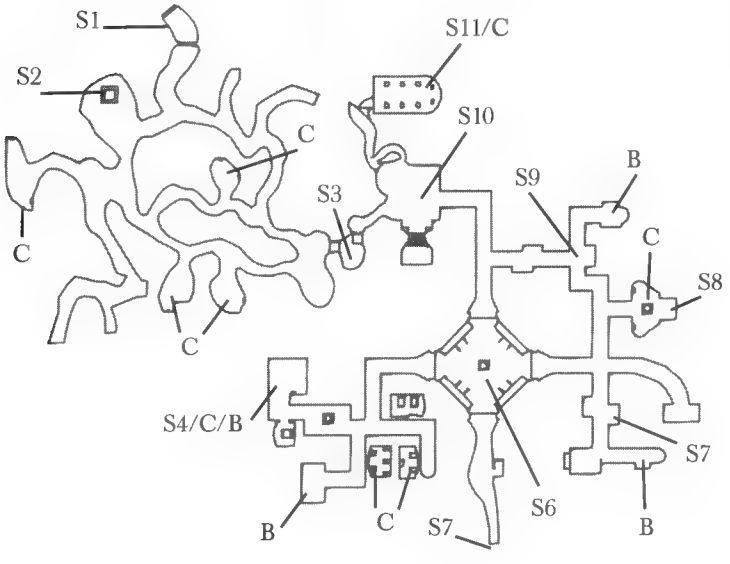
Indoor and Dungeon Areas

Stone City

Stone City is half-dungeon and half-town. The two sections are blocked from each other by the elevators at S3. To complete the Obelisk puzzle and win the ArcoMage Tournament quest, it's important to know that Stone City contains an Obelisk and a tavern where you can play ArcoMage.

Normally, the Dwarves are friendly to you. If you run up the stream at the north end of area S10, a guard will stop you from entering S11. If you do enter the treasure room, the Dwarves will become hostile to you for one month.

Fig. 6-12. Stone City



Trap Value:	12
Steal Value:	7
Perception Value:	12
Creatures:	Dwarves, Dwarven Peasants Troglodytes

Stone City Locations

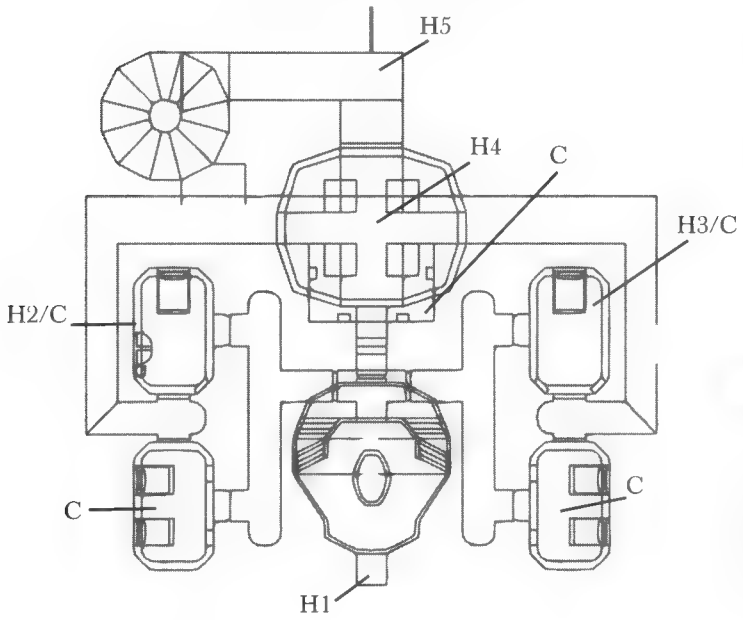
Area	*Name*	*Notes*
S1	Gate to the Nighon Tunnels	See the *Mount Nighon* region section.
S2	Obelisk	–
S3	Elevators	Lead to Stone City mines level.
S4	War College	Training Hall
S5	Entrance	Leads to the Barrow Downs, area 7.
S5	Urthsmite Residence	Membership: Earth Guild
S6	Mineral Wealth	Bank
S6	Grogg's Grog	Tavern
S6	The Polished Pauldron	Armorer
S6	The Balanced Axe	Weapon shop
S7	Potent Potions & Brews	Alchemist
S7	Delicate Things	Magic shop
S7	Spark's House	Quest: Clear out the Troglodytes
S7	Gizmo's	Teacher: Expert Repair Item
S7	Master Guild of Earth	Earth Magic spells
S8	Hothfarr's Throne Room	Quest: Rescue the Dwarves
S9	Thorinson Residence	Teacher: Expert Body Building
S9	Seline's House	Teacher: Grand Master Spear
S9	Keenedge Residence	Teacher: Master Axe
S9	Thain's House	Teacher: Expert Merchant
S9	Welman Residence	Teacher: Expert Earth Magic
S10	Temple of Stone	Temple
S11	Treasure Room	Entering turns Dwarves hostile
B	Barrels	–
C	Chests	–

Haunted Mansion

The Haunted Mansion is a large house *full* of undead creatures, and it's a location important to two quests. The Knight Cavalier promotion quest (Clear out the Haunted Mansion, received from Fredrick Org in Erathia) is completed by clearing out all of the mansion's creatures.

One of the paintings needed for Ferdinand Visconti's, Collect Three Paintings quest (received in Tatalia) is also in the mansion. Click on the Angel Statue Portrait to remove it from the wall.

Fig. 6-13. Haunted Mansion



Trap Value:	24
Steal Value:	10
Perception Value:	24
Creatures:	Ghosts
	Ghouls
	Wights

Haunted Mansion Locations

Area	*Notes*
H1	Entrance
H2	Master Bedroom
H3	Master Bedroom
H4	Library
H5	Fire Bolt Trap
C	Chest(s)

Master Bedrooms

Each of these rooms contains a bed. The bed frames contain switches that open hidden doors on the south walls of the bedrooms. The Angel Statue Portrait is located in H2.

Library

A bookcase on the west side of the library has a switch disguised as a book (the one sticking out of the shelf). This switch opens a door on the library's north wall.

Fire Bolt Trap

The switch on this wall launches a Fire Bolt from the launcher on the north wall. The creatures in this dungeon are not affected by the bolt. Basically, it's there to hurt trespassers like your characters.

Barrow Dungeons

The Barrow Dungeons are actually 16 mini-dungeons connected by teleporter gates. In all of the Dungeons except for Zokarr's Tomb, you'll find a control panel like the one in Fig. 6-14. On either side of each control panel are two teleporter gates. Each gate has two destinations. The left control panel lever controls the destination of the left gate, and the right lever controls that of the right gate.

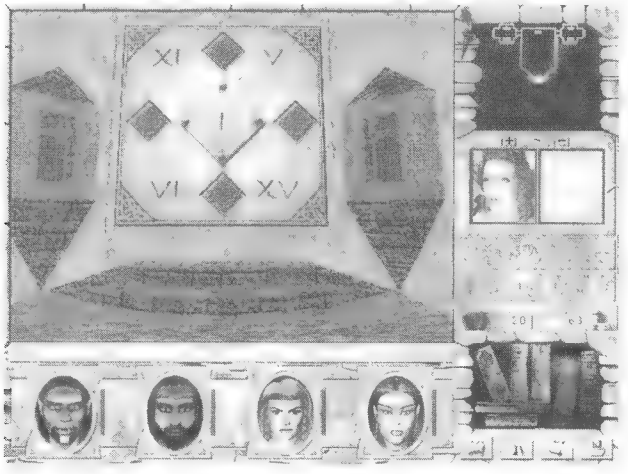
Each control panel has a diagram to help with Barrow Dungeon navigation. Every Barrow Dungeon has a number identified by the number at the center of the diagram. The pair of numbers on either side of the panel show you where the teleporter will take you when its control lever is in the up or down position.

At the beginning of the game, the diagrams are covered by panels. To open the panels, you need the three Barrow Keys located in Barrows VII, IX, and X. The control panels in these dungeons only have a lever on the left side. On the right side is a keyhole that takes a Barrow Key. Each key opens a third of the panels. The right side teleporters of VII, IX, and X take you outdoors to the Barrow Downs map.

In Barrow VI, the down position of the left lever (marked with an "ankh") sets the left teleporter to take you to Zokarr's Tomb. You can complete two promotion quests there–the Archdruid quest (Put Zokarr's Bones in Zokarr's Tomb, received in the Tularean Forest) and the Initiate quest (Visit the Site of Power in the Barrows, received in Harmondale). The Lantern of Light quest item needed to complete the Find the Lantern of Light quest received in Harmondale is located in Barrow II.

Each Barrow Dungeon is shown with a shot of its teleporter control panel. The *Barrow Dungeons Locations* table covers Zokarr's Tomb and all of the numbered Barrow Dungeons.

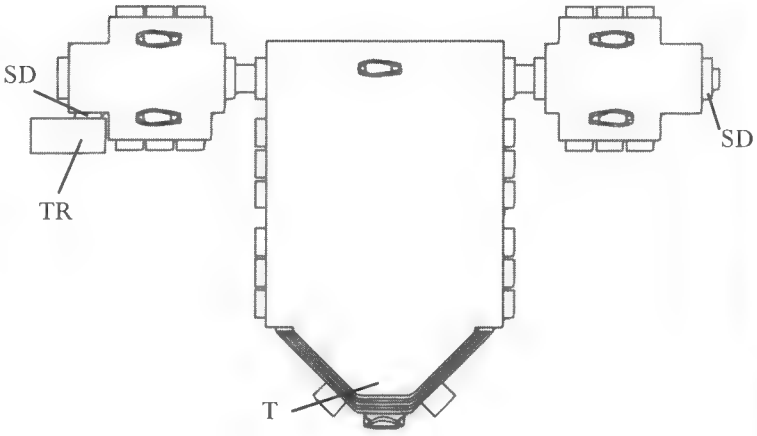
Fig. 6-14. A Barrow Dungeon Teleport Control Panel

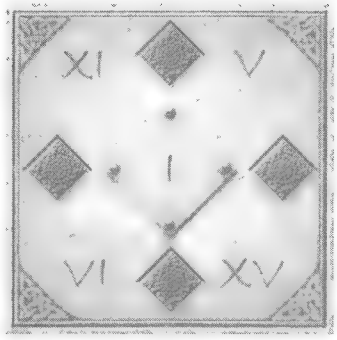


Barrow Dungeons Locations

Area	*Dungeon*	*Notes*
B1	Barrow II	Room with Lantern of Light. Item is in middle chest.
B2	Barrow IV	Button opens door at B3.
B3	Barrow IV	Door opened by B2.
B4	Barrow VII	Button at back of altar opens floor at B5.
B5	Barrow VII	Trap door opened by B4.
B6	Barrow VII	Switch Box. Click to open. Lever inside opens B7 and closes B5.
B7	Barrow VII	Door opened by B6.
B8	Barrow VII	Chest with Barrow Key
B9	Barrow IX	Bookcase. Click to reveal passage to B10.
B10	Barrow IX	Chest with Barrow Key.
B11	Barrow X	Chest with Barrow Key.
B12	Barrow XII	Click on door to open B13.
B13	Barrow XII	Click on door to open B12.
B14	Zokarr's Tomb	Exit
B15	Zokarr's Tomb	Sarcophagus for Archdruid quest
B16	Zokarr's Tomb	Meditation Pool for Monk Initiate quest
T	All	Teleporter
E	All	Elevator
SD	All	Secret Door
C	All	Chest(s)
TR	All	Particularly good treasure

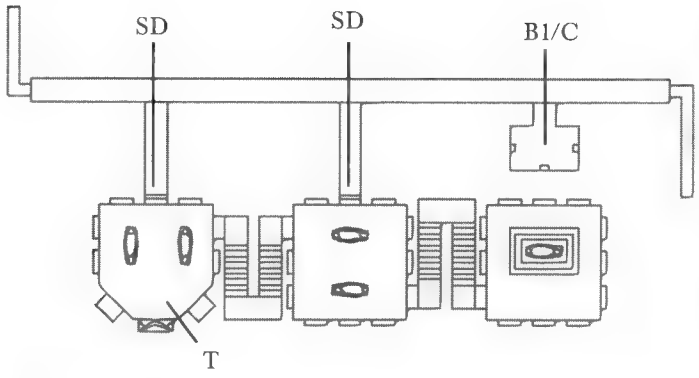
Barrow I

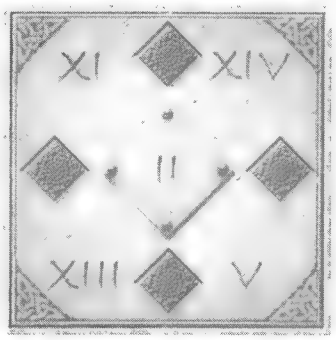




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Wights
	Bats

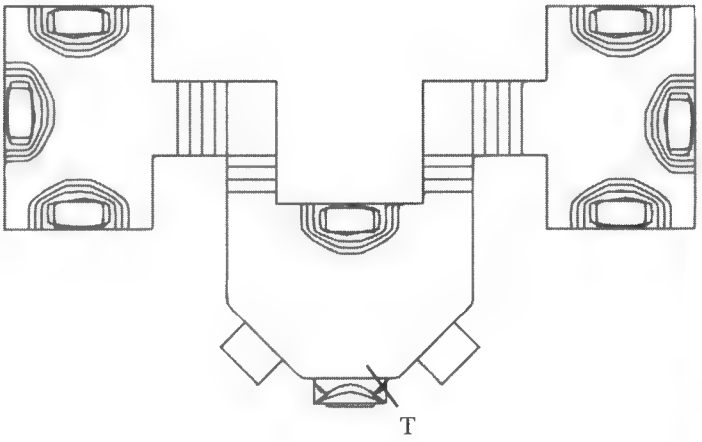
Barrow II

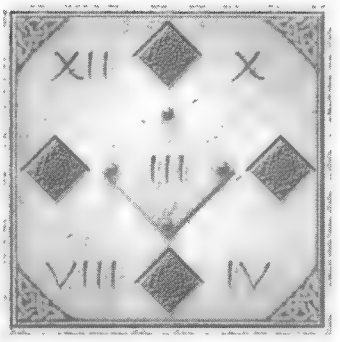




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Zombies,
	Rats

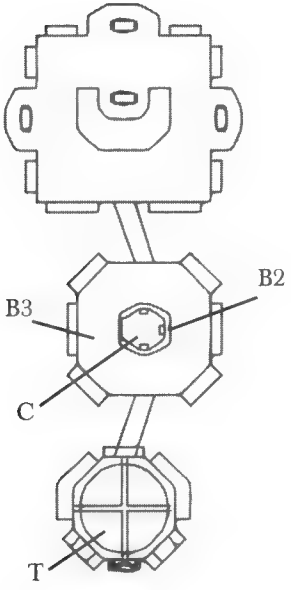
Barrow III

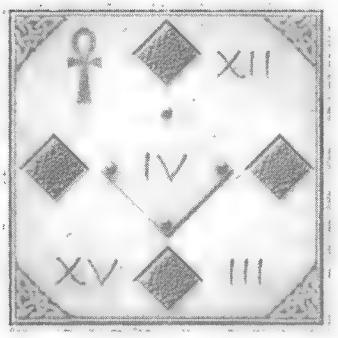




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Ghouls
	Rats

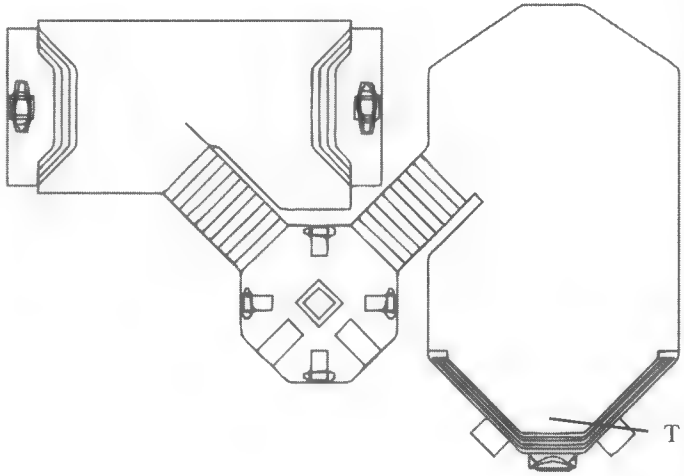
Barrow IV

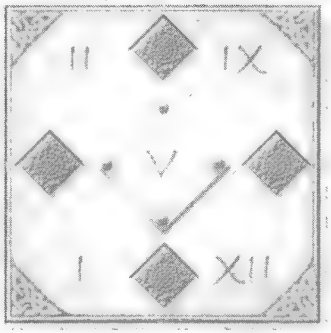




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Skeletons
	Bats

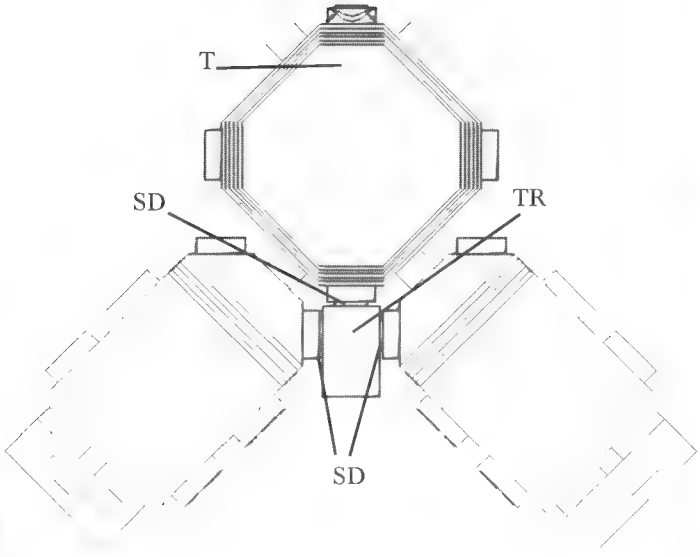
Barrow V

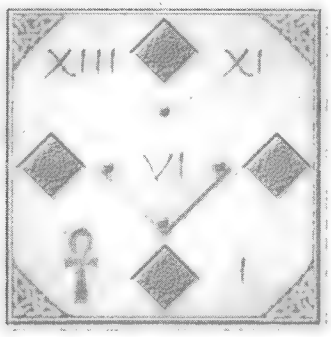




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Skeletons, Rats

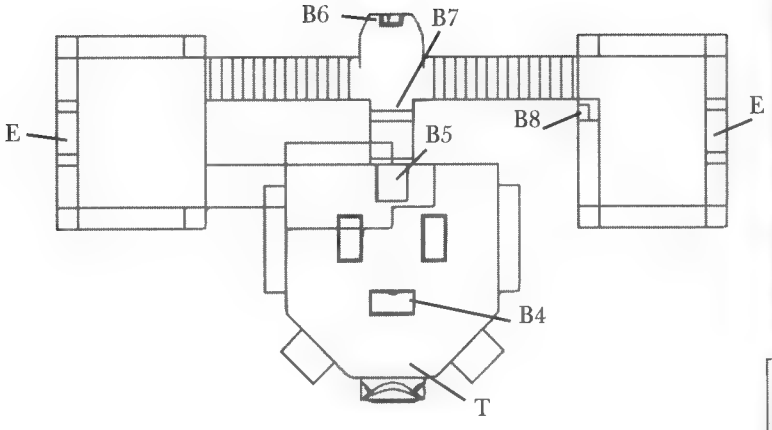
Barrow VI





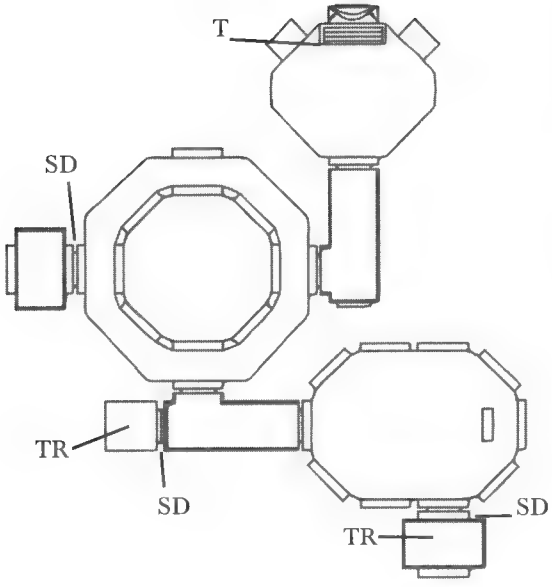
Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Zombies, Rats

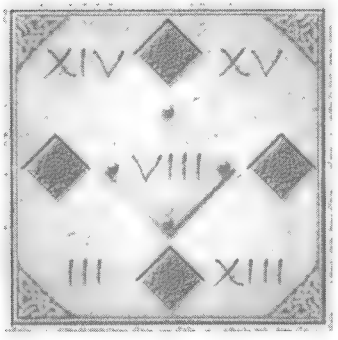
Barrow VII



Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Gogs
	Rats

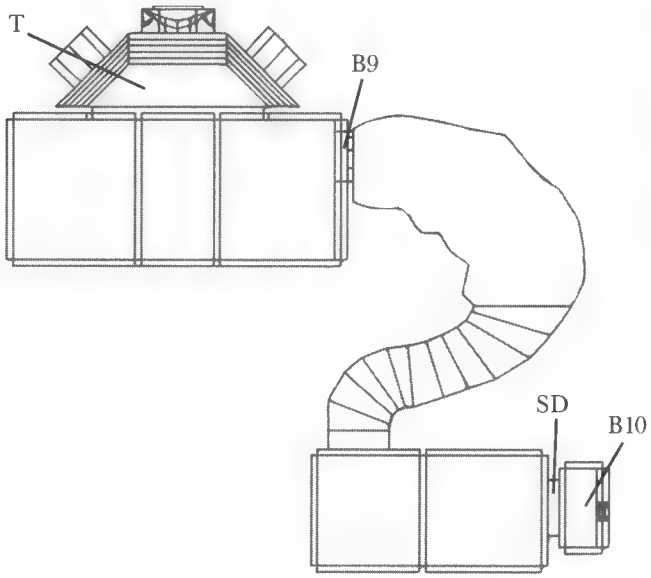
Barrow VIII

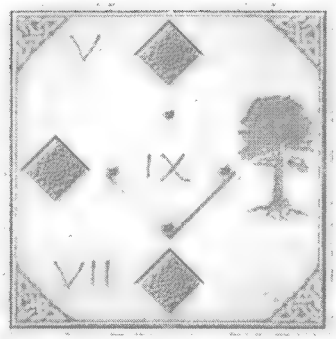




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Wights
	Rats

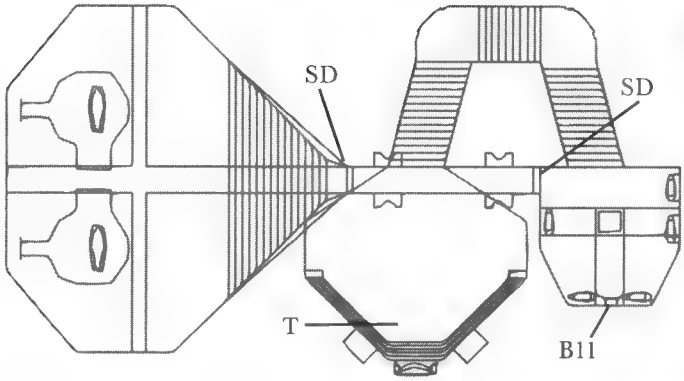
Barrow IX

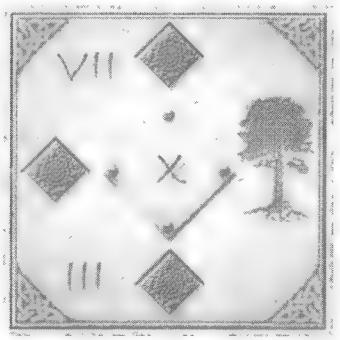




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Gogs Bats

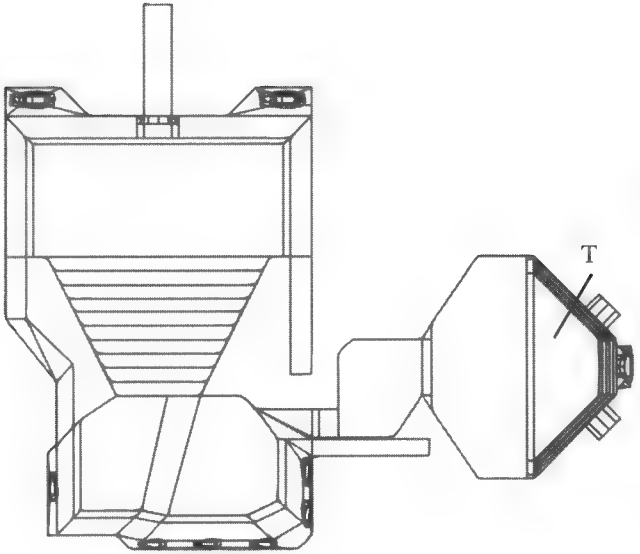
Barrow X

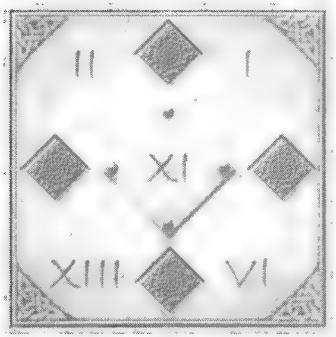




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Gogs, Rats

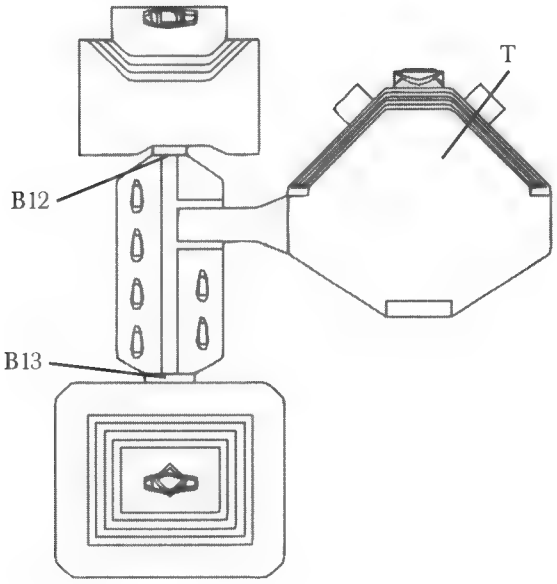
Barrow XI

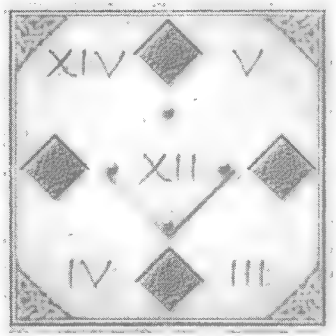




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Zombies Bats

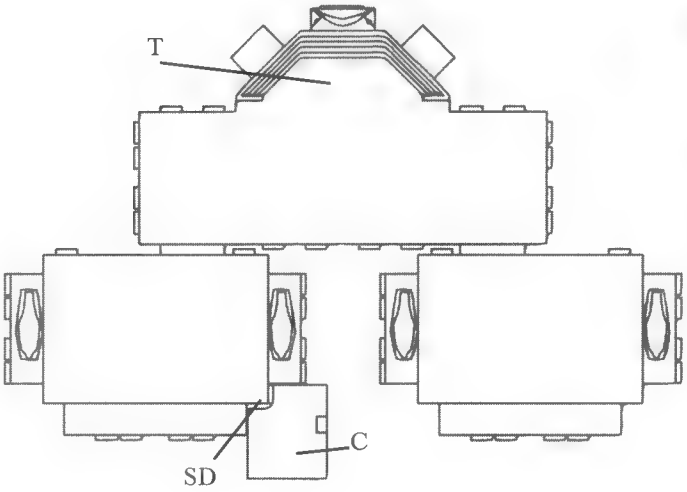
Barrow XII

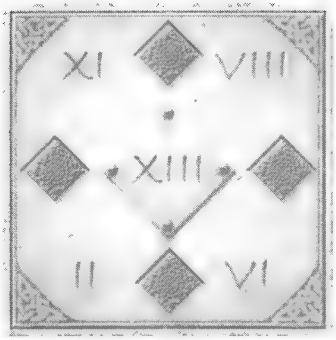




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Skeleton, Bat

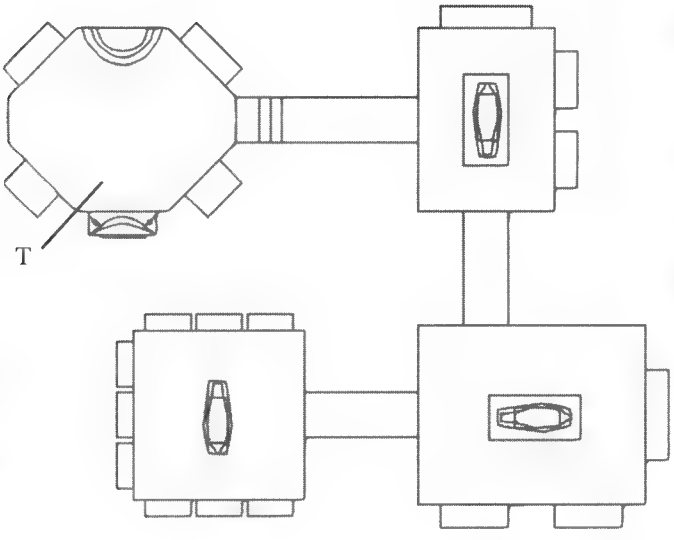
Barrow XIII

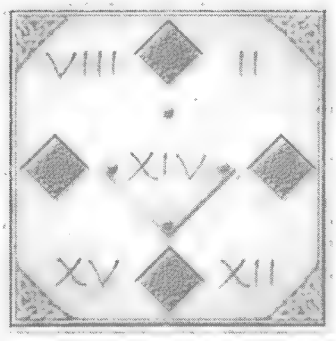




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Ghouls, Bats

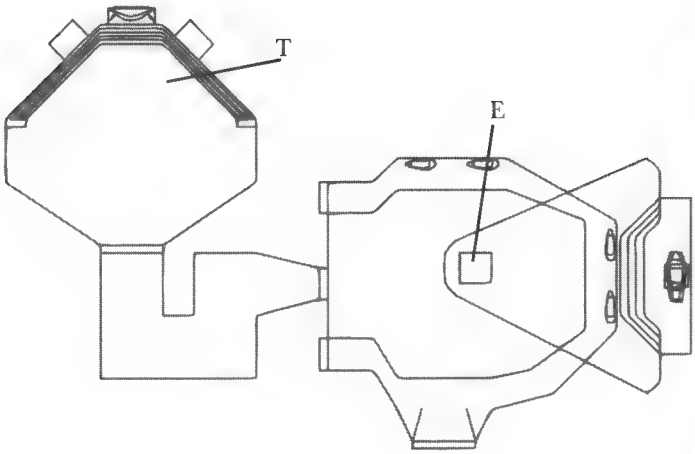
Barrow XIV

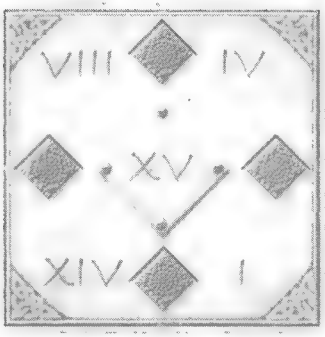




Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Ghouls, Bats

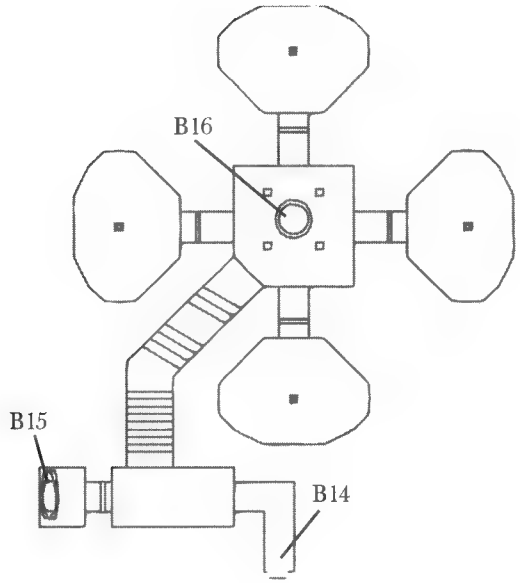
Barrow XV





Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Zombies, Rates

Zokarr's Tomb



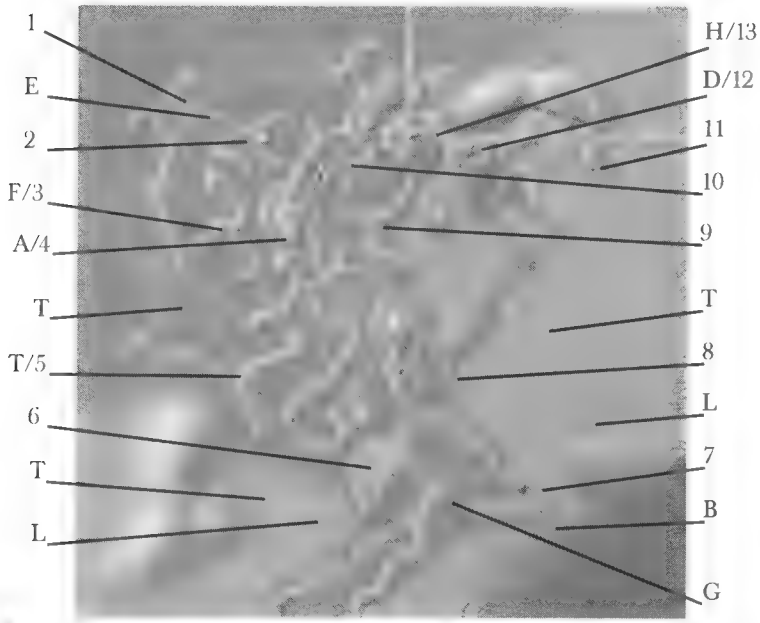
Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Wights, Ghouls

The Bracada Desert

The Bracada Desert is ruled by the group of Wizards that run the School of Sorcery (area 6). Three parts of the main line story take place in this region. The Dwarves you need to find for the Rescue the Dwarves quest (received at the Barrow Downs) are in the Red Dwarf Mines dungeon (area 11). After Judge Grey dies, Judge Fairweather, the Path of Light arbiter, can be found in the Familiar Place tavern.

Finally, after you choose either the Path of Light or the Path of Dark, the teleporter gate at location 4 becomes active, allowing you to reach the Path of Light capital of Celeste.

Fig. 6-15. The Bracada Desert



Trap Value:	12
Steal Value:	6
Perception Value:	12
Creatures:	Golems
	Griffins
	Human Peasants

Bracada Desert Locations

Area	*Name*	*Notes*
1	Shrine	Quest Action: Place Statues on Shrines
2	Familiar Place	Tavern. Quest Action: Get Judge Fairweather for Choose New Arbiter quest
2	Attribute Contest	On ridge south of Familiar Place
3	Guild of Illumination	Light Magic spells
3	Master Guild of Water	Water Magic spells
4	Gate to Celeste	Teleporter to Celeste region
5	Edmond's Ampules	Alchemist
5	Artifacts & Antiques	Magic shop
5	Alashandra's House	Rumors
5	Pederton Residence	Teacher: Master Staff
5	Applebee Manor	Teacher: Expert Learning
6	School of Sorcery (map follows)	Quests: Build a Golem. Find the Book of Divine Intervention. Quest Items: Scroll of Waves.
7	Enchantress	Boat
7	Lightsworn Residence	Teachers: Expert Light Magic, Master Meditation
8	Rowan's House	Quest: Win at the Arena
8	Brand's House	Teacher: Grand Master Plate
8	Hollyfield Residence	Teacher: Expert Body Building
8	Sweet Residence	Quest: Return the Heart of the Forest to the Oldest Tree.
8	Stone House	Teachers: Expert Dodging, Expert Unarmed
8	Watershed Residence	Teacher: Expert Alchemy. Membership: Water Guild
8	Fountain	Wishing Well. See *Other Notable Features and Events.*
8	Obelisk	Located in canyon west of houses.
9	Benson Residence	Teacher: Master Identify Item
10	Teleporter Cluster	See *Other Notable Features and Events.*
11	Red Dwarf Mines (map follows)	Quest Actions: Rescue the Dwarves, Sabotage the Red Dwarf Mines Lift.
12	Brigham's House	Teacher: Grandmaster Merchant
12	Gayle's	Teacher: Grandmaster Air Magic
12	Chest	Quest Item: Golem's Head
12	Crystal Caravans	Stables
13	Temple of Light	Temple
13	Zimm's House	Rumors
A-H	Teleporter Cluster Destinations	See *Other Notable Features and Events.*
T	Teleporter	All of these teleport you back to area 10.

Quests

Build a Golem (Promotion: Wizard)

You receive this quest from Thomas Grey at the School of Sorcery. To prove your party's worthiness for the promotion, you must build a Golem from parts located in chests scattered around Erathia. To build the Golem, you need a head, chest, left arm, right arm, left leg, and right leg. While you're on this quest, a Golem travels with you as an NPC. When you find a part, talk to the Golem and he'll assemble the parts for you. When you're done, return to Thomas Grey. After you complete the quest, a friendly Golem will appear in Castle Harmondale.

Grey warns you about a head that was placed in the wilderness as a prank by one of his students. This is the Abby Normal Head, which can be found just north of the Bracada Desert Teleporter Cluster (area 10). This head is there to throw you off the track. You don't need it for anything. The real Golem head is located at the base of the towers at area 12. You'll need to Fly to get to it. See the maps for the regions listed in the table below for the locations of the other parts.

Golden Part Locations

Part	*Region*
Head	Bracada Desert
Chest	Barrow Downs
Right Leg	Deyja
Left Leg	Deyja
Right Arm	Tatalia
Left Arm	Avlee

Find the Book of Divine Intervention (Promotion: Archmage)

You can attempt this quest only after you've completed the Build a Golem quest and chosen the Path of Light. To receive it, talk to Thomas Grey at the School of Sorcery. He'll ask you to retrieve the Book of Divine Intervention from the Breeding Zone located in the Pit.

To reach the book, you'll have to run a long gauntlet of hostile creatures. In Deyja, Harpies guard the entrance to the Hall of the Pit (Deyja, area 2). In the hall, you'll find more Harpies, teamed up with Gargoyles and Zombies. Fortunately, you don't have to travel far through the Pit on your way to the Breeding Zone (the Pit, area 3); it's full of Ghosts, Necromancers, and Liches. The Breeding Zone contains Fire Elementals, Gogs, and Behemoths. Because it's difficult to rest in either the Pit or the Breeding Zone, give yourself a place to rest by clearing out the relatively easy Hall of the Pit.

Once inside the Breeding Zone, avoid the north part of the dungeon and head directly westward toward the chamber where the book is. Press the button at Z2 and then the button at Z3 to open up the secret chamber at Z3, where the book is stored inside a chest. Bring it back to Thomas Grey to complete the quest.

Return the Heart of the Forest to the Oldest Tree (Promotion: Lord)

To do this quest, you must have finished the Enter the Faerie Mound quest for Ebednezer Sower in the Tularean Forest, and be on the Path of Light. Visit Lysander Sweet (area 8). He'll ask you to find a gem called the Heart of the Forest and to bring the gem to the oldest tree in the forest.

The Heart of the Forest is located in the Mercenary Guild in Tatalia. This dungeon is well compartmentalized by doors, so you can choose your fights. The entry hall is guarded by Bandits, which should make for a relatively easy battle if your party is tough enough to face the real challenge–the large group of Swordsmen located in the north-eastern barracks chamber (Mercenary Guild, G3). On the north wall of this room is a secret door disguised as a bookcase. Click on it to reveal a small hidden chamber (G4) with a chest. The gem is in it.

The oldest tree is located in the middle of the southernmost of the two islands off the shore of the Tularean Forest (Tularean Forest, area 5). You'll recognize it from the other trees on the island because it has leaves, and it'll be the only tree not shooting missiles at you. Once you return the Heart of the Forest to the oldest tree, the angry trees in the Tularean Forest won't attack you for the rest of the game. Return to Sweet to complete the quest.

Win at the Arena (Promotion: Champion)

Leda Rowan at area 8 will give you this quest only if you're on the Path of Light and have already finished the Clear Out the Haunted Mansion quest for Fredrick Og in Erathia. She'll send you to win five Knight-level battles at the Arena. You can only reach the Arena by carriage from the J.V.C. Corral in Harmondale (Harmondale, area 2). Go to this stable on any Sunday to catch a coach to the Arena.

After arriving at the Arena, and before entering combat, cast as many combat-boosting and protection spells as you have. When you're ready, turn around and click on the central door to start a conversation with the Arena Masters. Choose Knight-level combat. When combat begins, you'll be at the center of the Arena surrounded by extremely tough monsters. Which monsters you face is randomly determined, but at Knight level, don't be surprised if you face Dragons, Titans, Droids, and other high-level creatures.

After you win, be sure to collect your gold prize at the central door. Because you're only allowed one battle per visit to the Arena, you'll have to leave the Arena (by one of the doors to the side of the center door) and return to Harmondale. Keep showing up at the J.V.C. Corral on Sunday until you've racked up your five wins. Then return to Rowan to finish the quest.

Other Notable Features and Events

Wishing Well

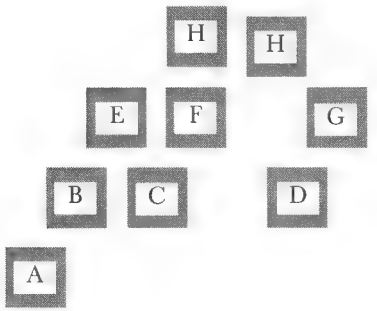
The well at area 8 conveys a random effect each time a character drinks from it. Because the well costs 100 gold to use and there's a very good chance that your character will be hurt or become cursed, insane, or zombified, it's a good idea to avoid using this well. Each of the effects in the following list has an equal chance of occurring.

- Insanity
- +20 Earth Resistance, temporary
- 50 points Body Magic attack
- Zombie
- +250 gold
- +20 to random Attribute, temporary
- Cursed

Teleporter Cluster

At area 10 is a group of teleporter gates maintained by the School of Sorcery as a means of transportation. The boxes in the following diagram correspond to the locations of the nine gates. The letters correspond to the marked jump points on the Bracada Desert map shown earlier. Gate "C" will teleport you to a random, usually dangerous, point on the map. The two gates marked "H" take you to the same location in front of the Temple of Light (area 13).

Fig. 6-16. Teleporter Cluster



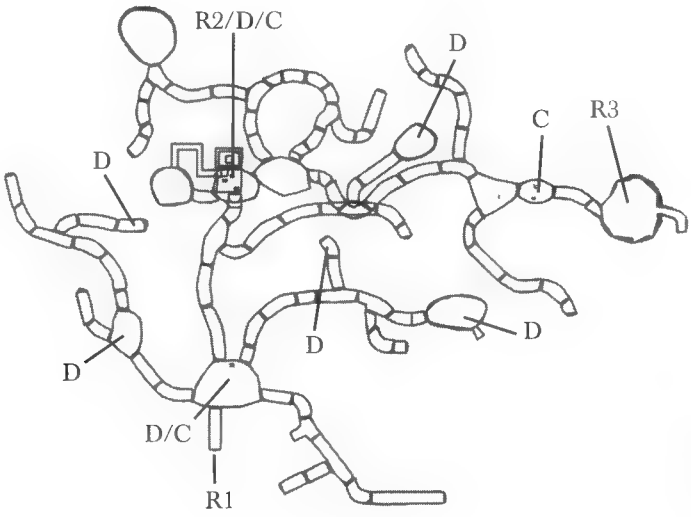
Indoor and Dungeon Areas

Red Dwarf Mines

Two quests take place in this two-level mine. You receive the Rescue the Dwarves main line quest from Hothfarr IX in the Burrow Downs. To complete this quest, you must retrieve the seven stoned Dwarves from the top level and return them to Hothfarr in Stone City. The other quest, Sabotage the Red Dwarf Mine Lift, is the Archer Warrior Mage promotion quest received from Steagal Snick in Avlee. For that quest, you must install the Worn Belt he gives you on the lift control panel on the lower level.

The lift separates the upper and lower mine levels. The upper level is infested with Oozes, and the lower with Medusas. Remember as you're going through this dungeon that Medusas can only be hurt by Physical damage, and Oozes are only damaged by magical attacks.

Fig. 6-17. The Red Dwarf Mines



Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Oozes
	Medusas

Red Dwarf Mines Locations

Area	*Notes*
R1	Entrance
R2	The Lift
R3	Lift Control Panel
D	Dwarf Statue
C	Cart(s)

The Lift

This elevator is operated by pulling a lever. If you stand on the lift platform and face south, you'll see the lever sticking out of one of the wooden support beams.

Lift Control Panel

On the north wall of this chamber is a cluster of moving machinery. To use Steagal Snick's Worn Belt, just make sure it's in one of your characters' inventories and then click on the machinery. You'll know that you've sabotaged the lift if the belt has vanished from your inventory. You must run back to the lift and get back up to the upper level before the Worn Belt breaks–after one hour of game time (about six minutes in real life). After that, the lift won't operate. You should save your game before you sabotage the lift. This is one of the few places in the game where your party can get inescapably stuck.

The School of Sorcery

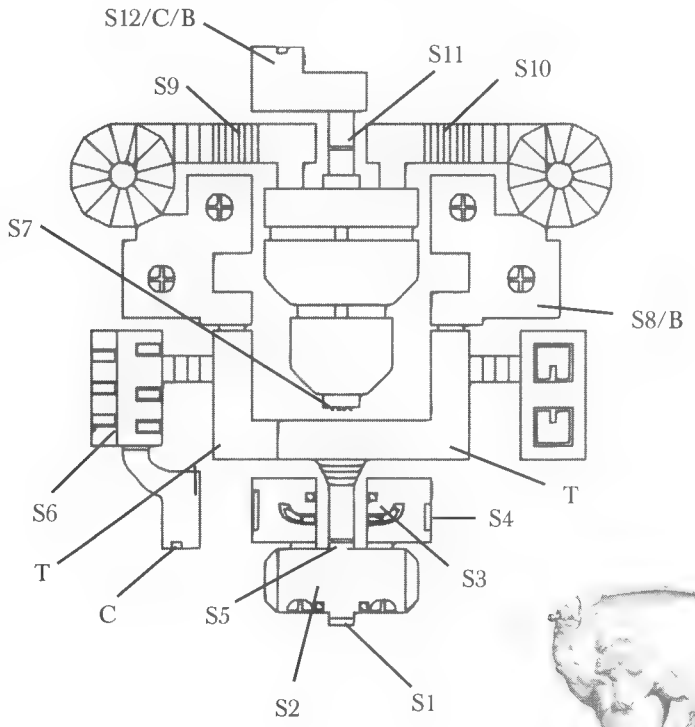
The front office of the School of Sorcery is friendly to both Light and Dark parties. If you pass the guarded door at S5, however, the school guardians will attack you. They are already numerous, and are capable of increasing their numbers–the Sorcerers can summon elementals to help them.

You can receive two Sorcerer promotion quests from Thomas Grey at S4–the Wizard quest, and Build a Golem. Also, you can receive the Find the Book of Divine Intervention quest for Archmage promotion.

The Dark Monk promotion quest for the Ninja rank, Decipher the Encrypted Scroll, takes you here to get the Scroll of Waves at S8. After you recover it, you can go on to finish the quest by getting the Shadow's Mask from the Hidden Tomb on Erathia.

Trap Value:	20
Steal Value:	10
Perception Value:	20
Creatures:	Sorcerers
	Water Elementals
	Golems

Fig. 6-18. The School of Sorcery



School of Sorcery Locations

Area	*Notes*
S1	Entrance
S2	Member Library
S3	Information Desk (eric swarrel)
S4	Thomas Grey
S5	Guarded Door
S6	A Switch
S7	Four Switches
S8	Chest with Scroll of Waves quest item
S9	Door
S10	Door
S11	Door
S12	Two Switches
B	Barrel(s)
C	Cart(s)
T	Fire Bolt and Lightning Trap

Member Library

If you have purchased a school membership from the information desk at S3, you will find learning books and scrolls on the east and west bookshelves. Each time you purchase a membership, these shelves will replenish themselves once a week, for six months.

Information Desk

To purchase a school membership, talk to the sorcerer manning the desk. Behind the desk is a cabinet. Open the cabinet and pull the revealed switch to open the door at S5.

A Switch

In the southwest corner of this bunk room, there is a switch on the floor. Press it to open the door to the chamber connected to the south wall.

Four Switches (S7), and Two Switches (S12)

Looking directly at the panel (S7), the four switches, from left-to-right, do the following:

- Drops a locked door at S9
- Opens the door at S11
- Nothing
- Drops a locked door at S10

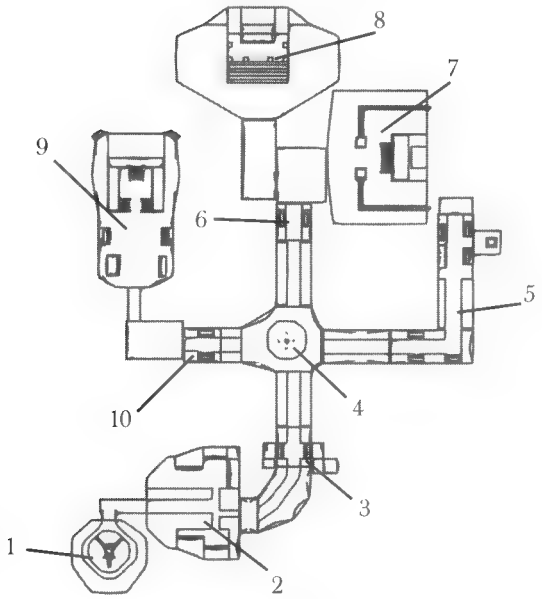
If you've closed the doors at S9 and S10, they can only be unlocked by pulling the left switch at S12.

Celeste

Celeste is the capital of the Path of Light leaders, so it is important to both the Light and Dark story lines. If you're following the Path of Light, this is where you'll receive main line quests for the rest of the game. The Path of Dark also brings you to Celeste when you go to complete the Kill Robert the Wise quest.

Celeste is a city built on clouds. As you're walking around, you'll see the sky through holes in the city floor. Falling through these holes will drop you to the Bracada Desert from a fatal height. For this reason, save your game frequently. As an additional safeguard, maintain a Feather Fall spell while visiting this city.

Fig. 6-19. Celeste



Trap Value:	40
Steal Value:	10
Perception Value:	40
Creatures:	Sorcerers
	Angels
	Rocs
	Light Elementals

Celeste Locations

Area	*Name*	*Notes*
1	Teleporter to Bracada	–
2	Trial of Honor	Training hal
2	Armor of Honor	Armorer
2	The Hallowed Sword	Weapon shop
2	Material Wealth	Bank
2	The Blessed Brew	Tavern
3	Wall of Mists (map below)	Quest Action: Light Proving Grounds. Quest Items: Four Lich Jars (for Find Four Lich Jars).
4	Fountain	+25 Attributes, Hit Points, and Spell Points, temporary
5	House Devine	Quest: Purify the Temple of Moon Altar
5	Morningstar Residence	Teacher: Master Light Magic
5	House Winterbright	Membership: Air Guild
5	Crag Hack	Quest: Clear Out the Vampires in Tatalia
5	Resurectra	Quest: Get the Light and Dark Temple Altar Pieces
5	Robert the Wise	Quest: Kill Tolberti. Quest Action: Kill Robert the Wise.

Celeste Locations Continued

Area	*Name*	*Notes*
5	Sir Caneghem	Quest: Find the soul jars in Castle Gloaming.
5	Obelisk	–
6	Empty Houses	–
7	Hall of Dawn	Town hall
8	Castle Lambent (map follows)	Quests: Light Proving Grounds, Kill Xenofex. Quest Item: Tapestry (for the Mercenaries Collect a Debt event). Membership: Light Guild.
8	Lady Carmine	Quest Action: Get Dagger from Lady in Red
9	Phials of Faith	Alchemist
9	Paramount Guild of Air	Air Magic spells
9	Esoteric Indulgences	Magic shop
9	Guild of Enlightenment	Light Magic spells
9	Temple of Light (map follows)	Temple. Quest item: Altar Piece.
10	Empty Houses	–

Quests

Light Proving Grounds (Main line)

This quest is only available if you're on the Path of Light. After you've installed Judge Fairweather in the Arbiter Hut in Harmondale, he sends you to talk to Gavin Magnus in Castle Lambent. Gavin Magnus is in the castle throne room. When you talk to him, he tells you that you must traverse the Wall of Mists (area 3). To do this, you must enter the front door and exit through the back door. Along the way, you're not allowed to kill any of the creatures in the dungeon.

Inside the Wall of Mist entry chamber are three teleporter gates that link to three mini dungeons. You must recover a key from each of these areas and then use them to activate the three locked pillars at the north end of the entryway. After you do this, the large door north of the pillars will open, allowing you to reach the exit door.

The easiest way to deal with this dungeon is to use the Invisibility spell to run past the hostile Genies and Air Elementals. If you don't have this spell, and find yourself taking dangerous amounts of damage, gather one key and then leave the dungeon through the entrance. Rest and then go back for the next key. If you do this, you *can* kill creatures just as long as you don't kill anything on your last trip from the entrance to the exit.

After you get through, go to Magnus. Part of his reward is a Light Guild membership. The houses at the north end of area 5 will now contain the Path of Light advisors, Crag Hack, Resurectra, Sir Caneghem, and Robert the Wise.

Clear Out the Tatalia Vampires (Main Line)

You can only receive this quest if you're following the Path of Light and have completed the Light Proving Grounds quest (Crag Hack area 5). After you complete that quest, Magnus will tell you to go talk to your advisors, including Crag Hack. Hack will ask you to travel to Tatalia and clear out the group of Vampires that has been terrorizing Tatalia.

Of the three Path of Light quests given to you by the advisors, this is by far the easiest. The Vampires are located in the Wine Cellar dungeon in the western Tatalia village. There's no trick to this quest. Just go to the Wine Cellar and kill all of the Bats, Ghosts, Necromancers, and Vampires inside. Return to Crag Hack to complete it.

Retrieve Soul Jars from Castle Gloaming (Main Line)

You can do this quest only if you're on the Path of Light and have completed the Light Proving Grounds. Sir Caneghem, one of Magnus' advisors, asks you to steal some necromatic soul jars from Castle Gloaming in the Pit. Because this quest and part of Resurectra's Get the Light and Dark Temple Altar Pieces quest both take you to the Pit, you might as well do both of these tasks on the same expedition.

Reaching Castle Gloaming is the most difficult part of this quest. To get there, you must run the same gauntlet of monsters described in the Find the Book of Divine Intervention quest description under *The Bracada Desert* above. As for that quest, clear out the Hall of the Pit so you have a place to rest safely. This quest brings you more deeply into the Pit, so you'll have to use the Teleporter Jump Loop described under *the Pit, Other Notable Features and Events.*

Jump through the teleporter three times to reach the Castle Gloaming area. Once there, retrieving the soul jars is pretty much a matter of fighting your way to where they are (the chest at Castle Gloaming, G1). By taking a direct route, you can avoid a lot of the castle guardians, but still, there's no getting around the fact that fighting hordes of Necromancers, Liches, Ghosts, and Vampires is hard. You can use Turn Undead to good effect here to take some of the heat out of the battles.

Grab the jars and return to Sir Caneghem to complete this quest. You can also give him the Soul Jars from Thunderfist Mountain (see *Mount Nighon*).

Get the Light and Dark Temple Altar Pieces (Main Line)

Like the last two quests, you must complete the Light Proving Ground quest to receive this one. Resurectra (area 5) asks you to visit the Temple of Light in Celeste and the Temple of Dark in the Pit and retrieve two halves of a key and bring them back to her. These "keys" are actually two parts of a broken altar, each identified as "Altar Piece" in your inventory.

First, the hard part. The Temple of Dark is located in the Pit, which is very dangerous to a Path of Light party as explained in the last quest description. Getting the Altar Piece from the temple is a relative breeze compared to getting to the temple, which is located two Teleporter Jump Loop hops into the Pit. The Altar Piece is hidden under the altar directly across from the temple entrance (at Temple of Dark, D3). On the floor behind the altar is a button. Click the button to reveal a panel hidden under the altar. Under that panel is the Altar Piece.

There are Vampires and Clerics of the Moon guarding the area around the Altar, but you can run past them, go into turn-based mode when you reach the altar, grab the Altar Piece, and run back out in real-time mode, taking minimal damage.

The Altar Piece in the Temple of Light is located in its dungeon at L6. Because you're following the Path of Light, the creatures in this temple won't oppose you. For details on how to get into L6, see *Sun, Moon, Star Chamber* under *Temple of Light.*

Kill Tolberti (Main Line)

Before Robert the Wise (area 5) will give you this quest, you have to complete the three preceding quests–Clear Out the Tatalia Vampires, Retrieve Soul jars from Castle Gloaming, and Get the Light and Dark Temple Altar Pieces. Robert will ask you to return to the Pit and kill his Path of Dark counterpart, Tolberti. Tolberti's home is at the Pit, area 4, and is a small dungeon called the "Small House." Tolberti's house is exactly the same as Robert the Wise's Small House, so refer to that map for details. Like Robert, Tolberti is a Blaster Guy, the single toughest creature in the game. Blaster Guys have very fast attacks (low Recovery time) that can Eradicate their targets. They also can cast grand master Hour of Power and Power Cure. For tips on fighting Tolberti (or Robert the Wise if you're following the Path of Dark) see *The Small House* later in this section.

When you kill Tolberti, search his body. He'll have a Control Cube and a Blaster. When you pick up the Blaster, all of your characters gain the Blaster skill at normal level, allowing them to use this weapon. Bring the Control Cube back to Robert the Wise to finish the quest.

Kill Xenofex (Main Line)

After you complete the Kill Tolberti quest, Robert tells you to go see Resurectra in Castle Lambent. You'll find her in the castle throne room. She sends you to kill Xenofex, the king of the Demons. Xenofex's headquarters is Colony Zod (Land of the Giants, area 3). If you've never been to the Land of the Giants before, you must take the long route.

Long Route from Celeste to Colony Zod

Map	*Hostile Creatures*
Bracada	None
The Barrow Downs	Gogs, Ghosts, Gargoyles
Stone City (Barrow Downs, area 7)	Troglodytes
Nighon Tunnels (from Stone City, S1)	Gogs
Thunderfist Mountain	Minotaurs, Floating Eyes
Tunnel to Eofol	Medusas, Behemoths
Land of the Giants	Titans, Devils, Dragons
Colony Zod (Land of the Giants, area 5)	Devils

If you have been to Mount Nighon and have the Town Portal spell, you can teleport to Mount Nighon and enter the above chain at Thunderfist Mountain. If you've already been to the Land of the Giants, you can teleport between the shrine in Harmondale (Harmondale, area 12) and the shrine in the Land of the Giants (Land of the Giants, area 4).

In any event, the first time you enter the Land of the Giants after receiving this quest, you receive a message from Archibald Ironfist. He tells you that his brother, Roland is Xenofex's prisoner, and that you must free Roland to get the key to Xenofex's chamber. Archibald also will give you a blaster. You should now have two of these weapons.

Once in Colony Zod, you must fight many Devils, get past the control panel door at C4, and rescue Roland from his cage at C3. After you rescue him, the door at C2 will be open. Before you go up however, be sure to open the chests on the lower level. They contain two more Blasters. Now you can equip your entire party with these weapons.

In Xenofex's chamber (C6), you have to fight a large group of Devils. Xenofex is among them. Beat them and return to Resurectra in Celeste. She'll reveal to you the secret of the Ancients.

This quest is the second-to-last main line quest and is quite tough. Before you go, you should build up your characters' toughness by completing other quests. After you kill Tolberti, you'll gain the Blaster skill. It is worth advancing this skill before you go to kill Xenofex. After clearing out Colony Zod, you can equip your entire party with Blasters.

Retrieve the Oscillation Overthruster (Main Line)

This is the final quest of the game. Before Resurectra will give it to you (she's still in the Castle Lambent throne room), you must complete the Kill Xenofex quest. To finish this quest and win the game on the Path of Light, you must go to Shoals, enter the Lincoln, retrieve the Overthruster, and return to Resurectra in Castle Lambent.

The Shoals is an underwater region off the west shore of Avlee. To reach it, you'll need the four Wetsuits located in the two chests on either side of the Castle Lambent throne room door. To wear these suits, you must remove every item of equipment, including rings and amulets. Wetsuits offer no Armor Class protection, but do protect you from drowning damage. While wearing a Wetsuit, you can't equip a bow or shield, but you can hold a weapon (like a Blaster).

Travel to Avlee, don your Wetsuits, and head west over the water. You may have to jump at the shoreline to actually get in the water. When you reach the west edge of the map, you'll be asked if you want to go to the Shoals.

On the Shoals map, you'll be underwater. Swimming works very much like flying. While underwater, however, you can't cast spells. This makes the Sharks in the area extremely dangerous. Shark attacks can make your characters afraid. Although you'll be unable to cast the Remove Fear spell, you can use the potion, so bring some of these along.

On your way to the Lincoln, be sure to open the chest next to the sunken ship and get the Temple in a Bottle. This item is used to access the secret NWC level.

Enter the *Lincoln* through one of the hangars (*Lincoln*, L1). Once inside, you'll immediately be under attack from several Droids. Go into turn-based mode and put all of your characters' equipment back on. Next, run to a safe place (L2 is a good choice). Cast any protection spells you have. If you have Lloyd's Beacon, this is a perfect place to use it. Set up a beacon at L2. This way, if you get into trouble, you can teleport out to a safe spot (like in Celeste), recuperate, and then return to your safe spot on the *Lincoln*.

The Oscillation Overthruster is located in the bridge (L5). To get there, you must first turn on the power at L2 so that the ship doors will function. Then, fight your way to the front of the ship. Click on the portal of stars near the center of the bridge to gather the Oscillation Overthruster. Return to Celeste and talk to Resurectra to build the Gate of the Ancients and win the game.

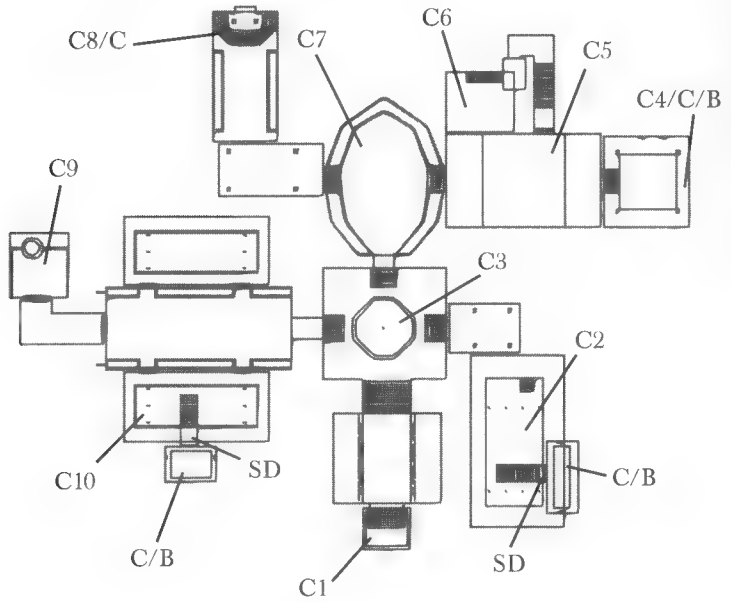
Indoor and Dungeon Areas

Castle Lambent

Castle Lambent is the headquarters of the Path of Light leaders. If you're playing the Path of Light, you'll need to come here to receive many of your main line quests. If the Mercenaries Collect a Debt (Harmondale), and you've decided to deal with it by stealing the tapestry from your allies, you'll find it in the treasure room at C4. Entering this restricted area will make all of the castle residents hostile toward you. If, as a Path of Light player, you anger the castle, it will remain hostile to you for one month before returning to normal.

As a Path of Dark player, there's no particular reason to come to the castle–unless you're just looking for a tough battle and some treasure.

Fig. 6-20. Castle Lambent



Trap Value:	24
Steal Value:	10
Perception Value:	24
Creatures:	Sorcerers
	Angels
	Golems

Castle Lambent Locations

Area	*Notes*
C1	Entrance
C2	Pool (lowered at L9)
C3	Courtyard
C4	Treasure Room
C5	Bridge
C6	Bridge Control Room
C7	Antechamber
C8	Throne Room
C9	Pump House
C10	Pool (lowered at L9)
SD	Secret Door
C	Chest(s)
B	Barrel(s)

Courtyard and Antechamber

If you're following the Path of Light and try to go though the west and east doors of the courtyard, or the east door of the antechamber, you'll be stopped by a guard. If you continue into the chambers beyond you'll anger the castle residents.

Treasure Room

The tapestry you need for the Mercenaries Collect a Debt event is hanging on the east wall of this room. To reach it, raise the bridge at C5 by pulling the lever on the south side of the bridge control room at C6.

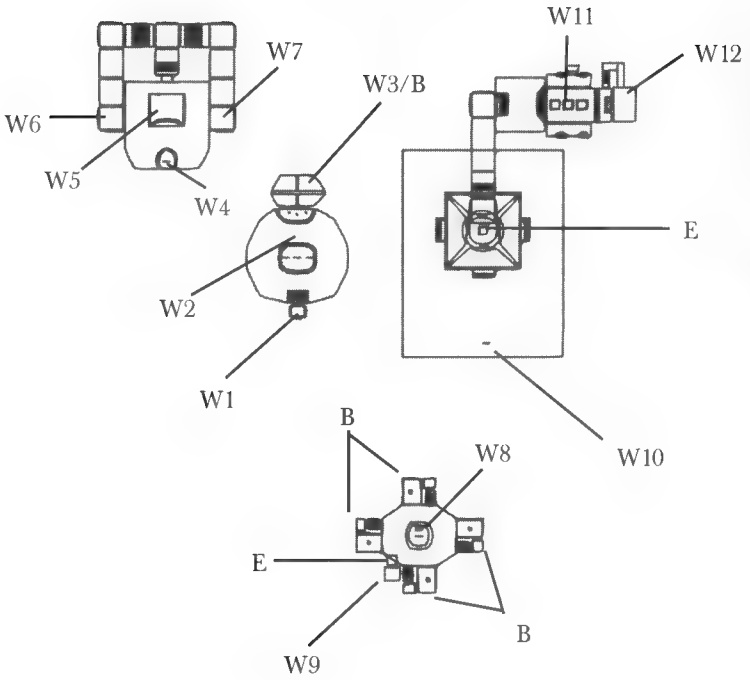
Pump House

At the north end of this room is the pump that fills the pools at C2 and C10. If you turn off the pump by pulling the lever on its side, the pools lower to reveal the secret doors hidden beneath them.

Walls of Mist

If you're on the Path of Light, you must complete the Light Proving Grounds main line quest by entering at W1 and leaving at W3 without killing any creatures. If you're on the Path of Dark, you can do the Retrieve Soul Jars from the Walls of Mist promotion quest to attain the rank of Lich Sorcerer. The jars you're looking for are in the chest at W3.

Fig. 6-21. Walls of Mist



Trap Value:	20
Steal Value:	10
Perception Value:	20
Creatures:	Air Elementals
	Genies
	Sorcerers

Walls of Mist Locations

Area	*Notes*
W1	Entrance
W2	Teleporters and Pedestals
W3	Exit Way
W4	Gate A
W5	Trap Door (Key A)
W6	Lever and Buttons
W7	Lever and Buttons
W8	Gate B
W9	Chest with Key B
W10	Gate C
W11	Fountain Gate
W12	Chest with Key C
E	Elevator
B	Barrel(s)

Teleporters and Pedestals

At the center of this large chamber are three teleporter gates that link between the chamber and gates at W4, W8 and W10. The west gate links to W4, the center to W8, and the east to W10. In each of these small dungeons is a key that unlocks the pedestals at the north end of the W2 chamber. Once you've unlocked all three pedestals, the north wall opens up to allow you access to W3.

Key A Dungeon

Key A is located beneath the trapdoor at W5. At both W6 and W7 are three buttons and a lever. Press the center button at each location and then pull either of the levers. W5 will open to reveal a shallow chamber. Inside is a chest containing Key A.

Key B Dungeon

There's no real trick to this one. Just go up the elevator to reach the small room at W9. Key B is in a chest there.

Key C Dungeon

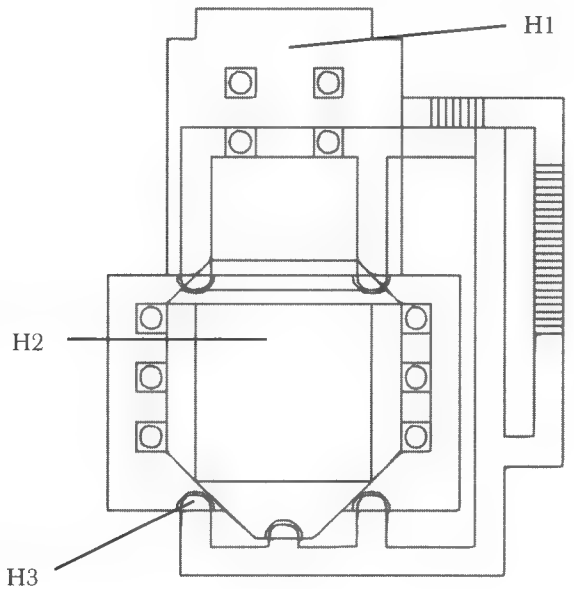
To get this key, go down the elevator and get to the fountain gate at W11. In each of the rooms to the north and south of this area are two fountains. Press the buttons in front of all four fountains to drain the fountain at the east end of the room and reveal a pit. Jump into the pit to reach W12, where there is a chest containing Key C.

The Small House (both Robert the Wise's House, and Tolberti's House)

This small dungeon is used to represent Robert the Wise's house if you're playing the Path of Dark, and Tolberti's House if you're playing the Path of Light. You enter the Small House to complete either the Kill Robert the Wise or Kill Tolberti quest as appropriate.

Trap Value:	40
Steal Value:	10
Perception Value:	40
Creatures:	Blaster Guy (Robert the Wise or Tolberti)

Fig. 6-22. The Small House



Small House Locations

Area	*Notes*
H1	Entrance
H2	Starting Position of Blaster Guy
H3	Chest. Contains: Day of Gods, Body Resistance, and Resurrection scrolls.

Killing Robert the Wise (or Tolberti)

Blaster Guys, like Robert the Wise and Tolberti, are armed with Blasters. Blasters are extremely fast weapons, so in combat, Blaster Guys can usually get in two or three shots for every one that your characters can make. This means Blaster Guy attacks can eradicate their targets. Robert the Wise will make short work of your party if you don't have protection from this attack.

The best protection spell for fighting a Blaster Guy is grand master Protection from Magic, because it makes your characters immune to eradication. If they can't eradicate your characters, Blaster Guys aren't all *that* tough. Body and Earth Resistance also will help. If you don't have access to these spells, there are two Protection from Magic scrolls directly inside the entrance (H1). Although scroll spells are cast at master and not grand master level, they'll still give you some protection. You'll probably find the scrolls at H3 useful, too.

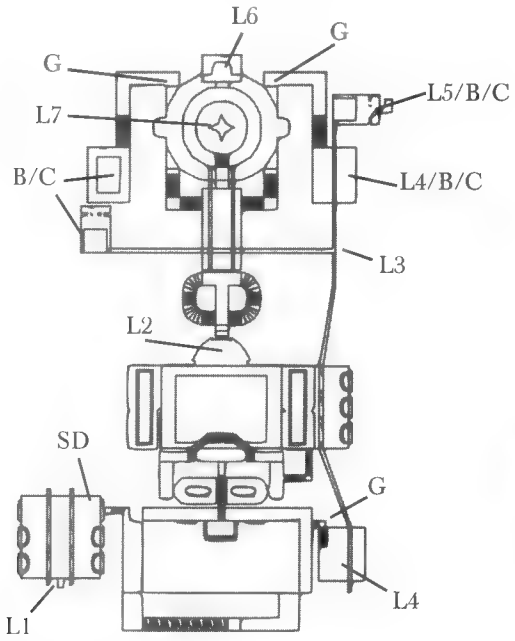
One technique for killing Robert the Wise involves the Invisibility and Sparks spells. Cast it on your party before entering the house. Stalk Robert until he moves into a corner and then run up to him to pin him there. Touching Robert will dispel your Invisibility, so combat will ensue immediately. Use the corner to funnel multiple spark missiles into Robert. Because the spell has a short recovery time, you should be able to pile on the damage quickly, killing him in just a few rounds.

After Robert (or Tolberti) is dead, search his body. On it is the Control Cube quest item and a Blaster.

Temple of Light

Whether you're following the Path of Light or the Path of Dark, you'll have to enter the Temple of Light to recover the Altar Piece at L6. To open the door to L6, you need to solve the puzzle at the Sun/Moon/Star Altar Chamber (L7). If you're playing the Path of Dark, you'll have the further complication of having to deal with attacks from the hostile temple guardians. On the Path of Light, you can walk through the temple freely as long as you don't anger the guards (G) or attack anyone.

Fig. 6-23. Temple of Light



Trap Value:	30
Steal Value:	10
Perception Value:	30
Creatures:	Clerics of the Sun
	Monks
	Angels

Temple of Light Locations

Area	*Notes*
L1	Entrance
L2	Hidden Stairs (open when you approach)
L3	Narrow Passages
L4	Accesses to Narrow Passages
L5	Tomb (the east door is impassible)
L6	Chest with Altar Piece quest item
L7	Sun/Moon/Star Altar Chamber
B	Barrel(s)
C	Chest(s)
G	Guard

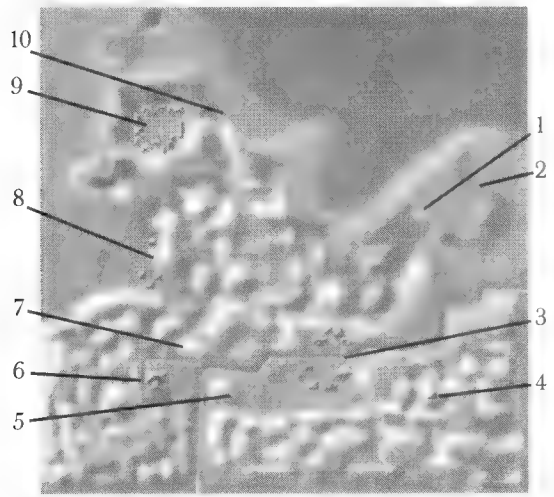
Sun/Moon/Star Altar Chamber

There are three alcoves at the north, west, and east sides, respectively, of the upper level of this two-story chamber. In each chamber are three switches marked with the symbols of the sun, the moon, and the stars. To open the door to L6, pull down the sun switch in the west chamber, the moon switch in the north chamber, and the star switch in the east chamber. Then click on the big star altar on the floor at the chamber's center.

Deyja

Deyja is the aboveground part of the Necromancers' kingdom. The true heart of their territory is far underground in the Pit. You can reach the Pit by traveling from Deyja through the Hall of the Pit. Deyja is a region particularly rich in magic skill teachers and is important to several promotion quests.

Fig. 6-24. Deyja



Trap Value:	12
Steal Value:	5
Perception Value:	12
Creatures:	Harpies
	Zombies
	Goblin Peasants

Deyja Locations

Area	*Name*	*Notes*
1	Hall of the Pit (map below)	Connects to the Pit
2	Chest	Contains Golem Left Arm for the Build a Golem quest.
3	Shadowrunner's House	Teacher: Master Stealing
3	Foestryke Residence	Teacher: Master Body Building
3	Wiseman Residence	Teacher: Expert Meditation
3	Nightcrawler Residence	Teacher: Expert Dark Magic
3	Felburn's House	Teacher: Grand Master Mace
3	The Snobish Goblin	Tavern. Quest Action: Get Judge Sleen for Choose New Arbiter quest
3	Faithful Steeds	Stables
3	Pedestal	Heroism
3	Fountain	200 gold if less than 200 in party and 100 in bank.
3	Fountain	+ 2 Intellect, permanent. Works once per character.
4	Shrine	+ 10 Mind, Earth and Body resistance, permanent. Works once per character.
5	William Setag's Tower (map below)	Quest: Imprison Alice Hargreaves. Quest Action: Rescue Alice Hargreaves.
6	Watchtower 6 (map below)	Quest Action: Move the Watchtower 6 Counterweight
7	Attribute Contest	–

Deyja Locations Continued

Area	*Name*	*Notes*
8	Avalanche's	Teacher: Grand Master Earth Magic
8	Putnam Residence	Teacher: Learning Expert
8	Fountain	+ 5 Fire resistance, permanent. Works once per character.
8	Obelisk	–
9	Falk Residence	Quests: Find Map to Evenmorn, Defile Grand Temple of the Sun Altar
9	Undershadow's Home	+ 50 Endurance, temporary, when you "Drink Tea." Quest: Get Lady Carmine's Knife
9	Slicer's House	Teacher: Master Sword
9	Nevermore Residence	Teacher: Grand Master Chain
9	Karrand Residence	Membership: Spirit Guild
9	Cleareye's Home	Teacher: Grand Master Perception
9	Botham's House	Teacher: Expert Armsmaster
9	Temple of Dark	Temple
9	Master Guild of Spirit	Spirit Magic spells
9	Death's Door	Magic shop
9	The Blackened Vial	Alchemist
9	Fountain	+ 10 Fire resistance, temporary
9	Fountain	+ 10 Personality, temporary
9	Fountain	Drunk
9	Pedestal	Heroism
10	Chest	Contains Golem Right Leg for Build a Golem quest

Quests

Imprison Alice Hargreaves (Promotion: Villain)

Before William Setag will give you this quest, you must have completed the Slay Wromthax quest for Sir Charles Quixote (Erathia) and be on the Path of Dark. Setag asks you to kidnap Alice Hargreaves from Castle Gryphonheart in Erathia.

Castle Gryphonheart is a dangerous place for a Path of Dark party. The castle is guarded by Champions of the Sword–tough and extremely fast opponents. You'll also face less formidable Archers and Soldiers. There's no getting around a big battle with the group of Champions guarding the entrance, but you can avoid a lot of battles by heading directly to Alice's door (Castle Gryphonheart, G2). Kidnap her by clicking on her door and starting a conversation. Leave the castle, return to Setag's house, and you're done.

Find Map to Evenmorn (Promotion: Priest)

Daedalus Falk (area 9) will promote your characters to Cleric Priest if you can recover the Map to Evenmorn Island and bring it back to him. The map is located in a chest inside the Tidewater Caverns (Tidewater Caverns, T2) on the small island off the west coast of Tatalia (Tatalia, area 4). To get to the island, you must cross a long stretch of water. The obvious way to do this is by using the Water Walk spell, but you can also use Fly, potions of Water Breathing, or hire a Water Master NPC.

The Tidewater Caverns themselves are pretty straightforward. Inside you'll find Thieves, Ghosts, and Skeletons. To complete the quest, open the chest at location T2, grab the map, and return to Falk. While you're on the island, you should make sure to pick up the Golem Right Arm for the Build a Golem quest(Bracada Desert).

After you've brought the map to Falk, the boats in Erathia, the Tularean Forest, and Tatalia will sail for Evenmorn Island on Sundays. This is the only way to reach the island.

Defile Grand Temple of the Sun Altar (Promotion: Priest of Dark)

Daedalus Falk will give you this quest after you've completed the Find Map to Evenmorn quest and have chosen the Path of Dark. He asks you to travel to Evenmorn Island and defile the altar at the Grand Temple of the Sun.

To get to Evenmorn Island, you must sail on Sunday from Erathia, the Tularean Forest, or Tatalia. When you get off the boat on Evenmorn, fight your way to the Grand Temple of the Sun (Evenmorn Island, area 6) through the Ghosts, Gargoyles, and Skeletons opposing you. Enter the temple. To get to the altar at S2, you'll have to fight some Monks and Clerics of the Sun. After that, run up to the altar in the center of the room, and click on its top surface. You'll know you've defiled it properly if the top of the altar turns dark. Return to Falk in Deyja, and you're done.

Get Lady Carmine's Knife (Promotion: Assassin)

You must be on the Path of Dark and finish the Steal Lord Markham's Vase (Erathia) quest before Seknit Undershadow (area 9) will give you this quest. He'll promote your characters to the rank of Assassin if you bring him the knife carried by Lady Eleanor Carmine of Celeste. He also asks you to kill her, but this isn't necessary. He'll take the knife as proof of your accomplishment.

Lady Carmine is in Celeste, the Path of Light capital. To get there, you must enter Celeste through the Gate to Celeste teleporter (Bracada Desert, area 4). Lady Carmine can be found walking around in front of Castle Lambent (Celeste, area 8). You'll recognize her because she is wearing a red dress.

It's possible to get the knife without fighting a single battle in Celeste. Before you step though the Gate to Celeste, cast the Invisibility spell on your party. This spell allows you to reach Carmine without fighting any of the Sorcerers, Rocs, or Angels along the way. If you have a character with a high enough Stealing skill, you can pilfer the knife from her. You might have to try more than once to get the item (see Stealing in Chapter 3). If you succeed, run back to the teleporter and leave Celeste.

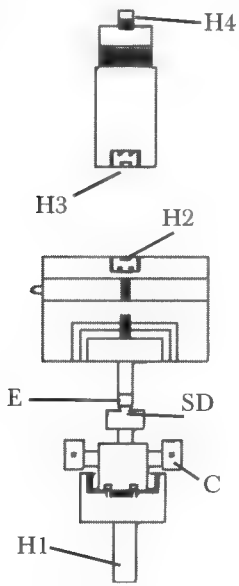
If you don't have the spell and/or the skill, you *can* run past the Celeste guardians. They are tough (Angels, Sorcerers, Rocs, and Light Elementals), but you have a lot of room to maneuver. Kill Lady Carmine and then search her body for the knife. If you have Fly or Feather Fall, escape Celeste by jumping through one of the holes in the city floor back to the Bracada Desert.

Indoor and Dungeon Areas

Hall of the Pit

This small dungeon connects Deyja to the Pit. Regardless of the path you're on, you should have no problems with the creatures inside. It's mostly useful as a place to go when you need to recuperate from the more heated action in the Pit.

Fig. 6-25. The Hall of the Pit



Trap Value:	18
Steal Value:	10
Perception Value:	18
Creatures:	Harpies
	Gargoyles
	Zombies

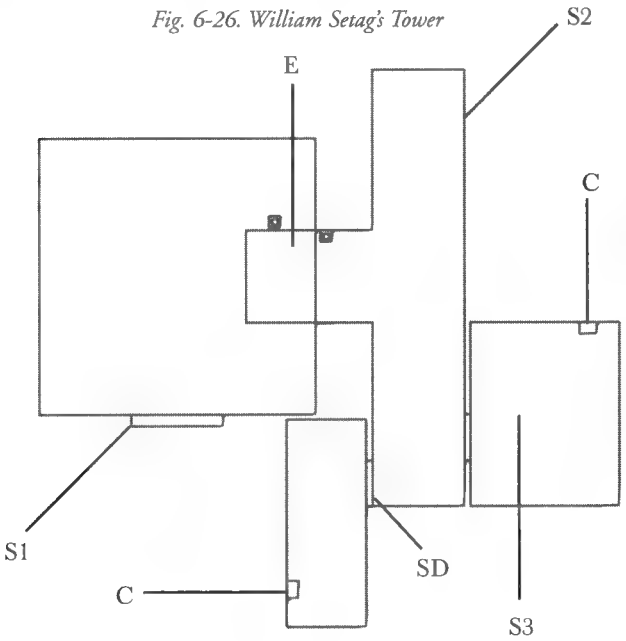
Hall of the Pit Locations

Area	*Notes*
1	Entrance (connects to Deyja, area 1)
H2	Teleporter to H3
H3	Teleporter to H2
H4	Entrance (connects to the Pit, area 1)
SD	Secret Door
E	Elevator

William Setag's Tower

William Setag's Tower at area 5 acts like a house unless you're on the Rescue Alice Hargreaves quest. On that quest, you must enter the tower and fight the Champions of the Sword guarding it to reach Alice's room at S2. William Setag (a Master of the Sword) stands in front of the door. Kill him and search his body for a key that opens Alice's door. The Master of the Sword at S3 is worth killing because he holds the Villain's Blade–a really useful sword.

Fig. 6-26. William Setag's Tower



William Setag's Tower Locations

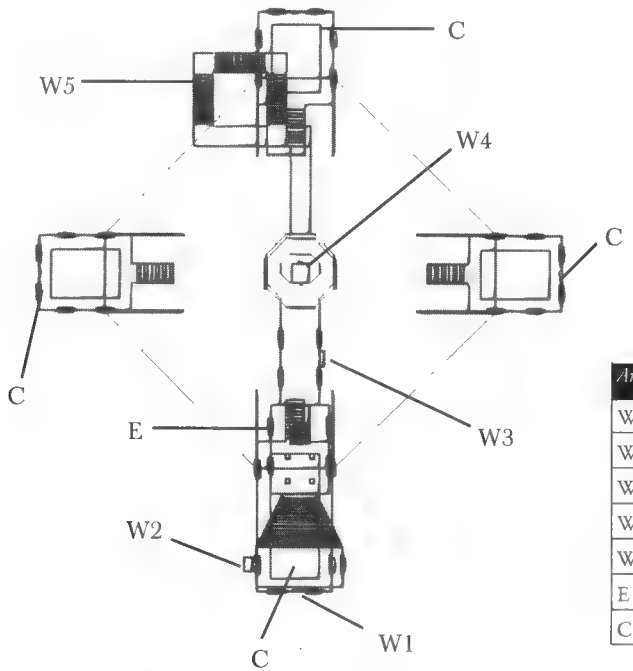
Area	*Notes*
S1	Entrance
S2	Door to Alice Hargreave's Room
S3	Bedroom
SD	Secret Door
E	Elevator
C	Chest

Trap Value:	20
Steal Value:	10
Perception Value:	20
Creatures:	Champions of the Sword
	Rats

Watchtower 6

Watchtower 6 is an outpost maintained by the Necromancers to guard the road from Deyja to Erathia. It's a very difficult dungeon to clear out because it's guarded by many creatures with powerful ranged attacks. The Thief Spy quest, Move the Watchtower 6 Counterweight, is the only quest that involves the tower.

Fig. 6-27. Watchtower 6



Trap Value:	22
Steal Value:	10
Perception Value:	22
Creatures:	Ghosts
	Necromancers
	Liches
	Earth Elementals

Watchtower 6 Locations

Area	*Notes*
W1	Front Entrance
W2	Counterweight Control
W3	Side Entrance
W4	Elevator Tower
W5	Stairway (connects lower and upper levels)
E	Elevator
C	Chest

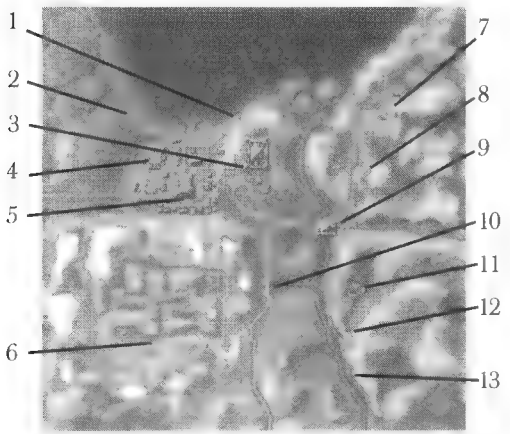
Elevator Tower

The elevator at the center of this tower connects the watchtower's upper and lower levels. The top of the tower is completely exposed to attacks from the creatures massed in the rooms to the north, south, east, and west. There are two pillars to the north and south, respectively, of the elevator platform. Each pillar has a button on the side facing the platform. The north pillar button lowers the elevator. The south pillar's button causes a bridge to extend from the elevator tower to one of the side rooms or retracts a bridge that's already extended. Which bridge is extended or retracted with each button push is determined randomly.

Erathia

Erathia is the capital region of the human domain. Queen Catherine Ironfist's Castle Gryphonheart is here, overlooking the town of Steadwick. Catherine's forces garrison Fort Riverstride, which guards the eastern mountain path from Elf and Bandit attacks.

Fig. 6-28. Erathia



Trap Value:	8
Steal Value:	3
Perception Value:	8
Creatures:	Bandits
	Griffins
	Human Peasants

Erathia Locations

Area	*Name*	*Notes*
1	The Erathian Sewers (map follows)	Quests: Steal Lord Markham's Vase, Move the Watchtower 6 Counterweight. Teacher: Grand Master Dagger, Expert Stealing.
2	The Erathian Serers (map follows)	Same as 1
3	Castle Gryphonheart (map follows)	Quests: Rescue Loren Steel. Quest Action: Imprison Alice Hargreaves. Quest Items: Roland and Archibald Ironfist Paintings.
3	Master Guild of Body	Body Magic spells.
3	Paramount Guild of Spirit	Spirit Magic spells
3	Adept Guild of Mind	Mind Magic spells
3	Pedestal	Heroism
4	Eversmule Residence	Membership: Spirit Guild
4	Dirthmoore Residence	Teacher: Expert Mace. Membership: Body Guild
4	Cardron Residence	Membership: Mind Guild
4	Thrush Residence	Quest: Bring Letter to Lord Markham
4	Heartsworn Home	Teacher: Expert Body Magic
4	Julian's Home	Teacher: Expert Mind Magic
4	Havest Residence	Teacher: Mace Expert.
4	Org House	Quest: Clear out Haunted Mansion.
4	Quixote Residence	Quest: Slay Wromthrax, Rescue Alice Hargreaves.

Erathia Locations Continued

Area	*Name*	*Notes*
4	Barnes Home	Quest: Win the ArcoMage Tournament
4	Griffin's Rest	Tavern
4	Bank of Erathia	Bank
4	House of Solace	Temple
4	Lady Catherine	Boat
4	Royal Steeds	Stables
4	Pedestal	Day of the Gods
4	Fountain	200 gold if less than 200 in party and 100 in bank.
4	Fountain	+2 Might, permanent. Works once per character.
5	Laraselle Residence	Weapon Artisan (see Chapter 8, Ore)
5	Sourbrow Home	Armor Ore Smith (see Chapter 8, Ore)
5	Agraynel Residence	Item Ore Smith (see Chapter 8, Ore)
5	Ravenhill Residence	Teacher: Expert Sword
5	Wolverton Residence	Teacher: Expert Shield
5	Lead Transformations	Alchemist
5	Her Majesty's Magics	Magic shop
5	Queen Catherine's Smithy	Armorer
5	The Queen's Forge	Weapon shop
5	In Her Majesty's Service	Training hall
5	Steadwick Town Hall	Town hall
5	Fountain	+20 Body Resistance, temporary
5	Fountain	Cure Disease
6	Obelisk	–
6	Blayze's	Teacher: Grand Master Fire Magic
7	Wain Manor	Teacher: Grand Master Dodging
7	Dreamwright Residence	Teacher: Master Spirit Magic
7	Norris' House	Grand Master Unarmed
7	Fountain	+10 Accuracy, temporary
8	The Bandit Caves (map follows)	Quest Item: Signet Ring
9	Fort Riverstride (map follows)	Quest Item: Riverstride Plans
10	The Erathian Serers (map follows)	Same as 1
11	Gareth's Home	Teacher" Grand Master Repair Item
11	Forgewright Residence	Teacher: Master Plate
11	Attribute Contest	Located just east of tents
12	Shrine	+10 Luck, permanent. Once per character.
13	The Hidden Tomb (map follows)	Quest Item: Shadow's Mask

Quests

Rescue Loren Steel (Main Line)

You can receive this quest from Queen Catherine (Castle Gryphonheart, G6) before the Elf-Human War is resolved (see Story Line in Chapter 5). She commands you to travel to the Tularean Forest and rescue her agent, Loren Steel, from the Elves-and gives you one month to complete the task.

Steel is located deep in the Tularean Caves, a dungeon with a large number of special features (see Tularean Caves under Tularean Forest). Although the Elven Warriors and Troglodytes who guard the cave aren't particularly tough, you'll probably find the Wyverns to be quite dangerous considering that you can only receive this quest before your party is very tough, during the early to mid part of the game. You should enter and exit the cave through the entrance that connects to the outdoors (C3), rather than use the one that connects to Castle Navan (C1). If you go through the castle, you will have to fight your way past Dragonflies, Elven Warriors, and Elven Archers.

Another of this quest's challenges is its short time limit. It will take you 20 to 22 days to travel on foot from Castle Gryphonheart to the Tularean Caves and back. Make sure to take care of any training, equipping, and resting tasks before you go visit Catherine to receive the quest. You also can save time by using coaches. Although there's no direct coach line from Erathia to the Tularean Forest, you can get to either destination from Harmondale.

Slay Wromthrax (Promotion: Crusader)

Sir Charles Quixote in area 4 will grant you the rank of Crusader if you go and kill the dragon, Wromthrax in Tatalia. Wromthrax's Cave is at the northern edge of Tatalia (Tatalia, area 2). To get there, you have to cross an area heavily patrolled by groups of Trolls. Wromthrax is the only creature you have to face in the cave, but he is a Blue Dragon–a tough creature for a low-level party to face. Blue Dragons attacks do Water damage, and they're immune to Water and Body spells–keep this in mind when fighting Wromthrax.

During this quest, Quixote travels with you. As soon as you kill Wromthrax, Quixote awards you your new rank.

Rescue Alice Hargreaves (Promotion: Hero)

After you've chosen the Path of Light and completed the Slay Wromthrax quest, you can receive this quest from Sir Charles Quixote at his house (area 4). Hargreaves is being held prisoner at William Setag's Tower (Deyja, area 5).

Travel to Deyja and enter the tower. Just inside the entryway (W1) are some Champions of the Sword. After you deal with them, take the elevator up to the top floor. Willaim Setag (a Master of the Sword) is just north down the hall at the top of the elevator. Kill him and search his body for a key. The key opens the door to Alice's room (W2). Click on the door to start a conversation with her. She'll join your party as an NPC. Bring her back to Quixote to finish the quest.

Steal Lord Markham's Vase (Promotion: Rogue)

Bill Lasker, located in the Erathian Sewers (enter at 1, 2, and 10) tests you by requiring that you steal a vase from Lord Markham's Manor (Tatalia, area 9). The Manor is a small dungeon with only a few rooms. The vase you want is located over the fireplace at M3. To get there, you'll have to anger the guards by passing through the west door in M2. Because you'll have to fight the Champions of the Sword guarding M2 anyway, you might as well take them on alone before you go through the door.

If you just grab the vase by clicking on it, your party will be hit by a trap. You can avoid it by using the Telekinesis spell, but otherwise, you should be tough enough to take the trap damage if your party was tough enough to get to the vase in the first place. Just make sure that you're not almost dead before you take the vase. Return to Lasker to receive the promotion.

Move the Watchtower 6 Counterweight (Promotion: Spy)

Bill Lasker will give you this promotion quest if you've completed his Steal Lord Markham's Vase quest and are on the Path of Light. To complete this quest, you'll have to go to Watchtower 6 at Deyja (Deyja, area 6) and lower the counterweight that is used to raise and lower the tower's gate.

After you enter the tower, make your way to the top of the elevator shaft at W4. At the top are two pillars to the north and south of the elevator platform, respectively. Each time you click the south pillar button, a random bridge extends or retracts to the north, south, east, or west. As soon as you reach the top of the elevator, turn to face the south pillar and go into turn-based mode. You'll be able to repeatedly click the button until the south bridge extends. Run across it to W2. If you do all of this efficiently, you'll avoid the brunt of the missile attacks launched by the Necromancers, Earth Elementals, and Liches from their protected positions surrounding W4.

In the second floor chamber above the front entrance (W1) is a button that controls the position of the tower counterweight. Click this button (W2), make your way back to the elevator at W4, leave the tower, and return to Lasker.

Clear Out Haunted Mansion (Promotion: Cavalier)

Fredrick Org (area 4) will award your characters the rank of Cavalier if they kill all of the undead creatures in the Haunted Mansion (Barrow Downs). There's nothing tricky about this quest, unless you tackle it before your party can fight the Wights, Ghouls, and Ghosts that inhabit the mansion.

The area outside the mansion is patrolled by a small group of Ghosts. If you kill them all before entering the mansion, you'll have a safe place to rest–you can simply leave the mansion via the front door if you get into any trouble. There are a lot of creatures in the mansion, but it's well compartmentalized by a series of doors. The safest way to campaign through it is to clear out the rooms one at a time. Go into the back areas of the mansion through the secret doors one of the master bedrooms (Haunted Mansion, H2, or H3). You have to kill *all* of the mansion denizens before Org will award you your new rank.

Bring Letter to Lord Markham (Secondary)

Norbert Thrush (area 4) is a collector of historical items. He knows that Lord Markham in Tatalia (Tatalia, area 9) has Parson's Quill and would like you to retrieve it for him. Thrush gives you a letter to deliver to Markham (Lord Markham's Manor, Tatalia, area 9). To complete this quest, simply travel to Lord Markham's Manor and talk to Lord Markham in his throne room (Lord Markham's Manor, M4). He'll take the letter and give you Parson's Quill. Bring the quill back to Thrush and you're done.

Win the ArcoMage Tournament (Secondary)

Gina Barnes (area 4) sends you out to win the Erathian ArcoMage Tournament. To do this, you must win a round of the ArcoMage card game in every tavern in the game except for the one on Emerald Island. There's one tavern in every region except for the Land of the Giants and the Shoals. The Barrow Downs has two taverns–one outdoors (Barrow Downs, area 5) and one in Stone City (S6).

Before you can play ArcoMage, you must have a deck. There's one in the White Cliff Caves dungeon (Harmondale, area 14). If you go get it, you might as well complete the secondary Harmondale quest, Find the ArcoMage player, which has the ArcoMage Deck as its quest item. In the caves next to the deck is a message scroll, Remains of a Journal. This scroll contains some hints about ArcoMage strategy.

Fig. 6-29. ArcoMage Game

Although the game is played differently in each tavern, some rules and the basic game play are the same for all games. ArcoMage is a two-player game. Each player has a *tower* protected by a *wall*, and a store of three resources–*bricks*, *gems*, and *beasts*. Each resource has a *generator*. Bricks are generated by a player's *quarry*, gems by his or her *magic*, and beasts by his or her *zoo* . ArcoMage cards can affect your tower, generators, and resources.

The goal of each ArcoMage game is to build your tower to a certain size, build up one of your resources to a certain level, or destroy your enemy's tower. Each player starts with different wall and tower sizes, starting resources, and generator strength. Also, the tower size and the quantity of resources needed to win are different at each tavern.

ArcoMage Victory and Starting Conditions

Tavern	Location	Starting Tower/Wall Victory	Tower/Resource	Quarry/Bricks	Magic/Gems	Zoo/Beasts
On the House	Harmondale	15/5	30/100	2/12	2/12	2/12
Griffin's Rest	Erathia	20/5	50/150	2/7	2/7	2/7
Emerald Inn	Tularean Forest	20/5	50/150	2/7	2/7	2/7
The Snobish Goblin	Deyja	25/10	75/200	3/8	3/8	3/8
Familiar Place	Bracada	25/10	75/200	3/8	3/8	3/8
Grogg's Grog	Stone City	50/50	100/300	5/20	3/10	5/20
The Blessed Brew	Celeste	30/15	100/300	4/14	4/14	4/14
The Vampyre Lounge	The Pit	30/15	100/300	4/14	4/14	4/14
The Laughing Monk	Evenmorn Island	20/10	150/400	5/30	5/30	5/30
Fortune's Folly	Mount Nighon	20/10	200/500	1/16	1/16	1/16
Miner's Only	Bracada Desert	20/50	100/300	1/6	1/6	5/30
The Loyal Mercenary	Tatalia	10/20	125/350	3/15	1/5	2/12
The Potted Pixie	Avlee	10/20	125/350	3/15	1/5	2/10

Players take turns. At the start of a turn, generators produce a quantity of resources equal to their strength. Then the player can play or discard a card. Cards cost resources to play. Red cards use bricks, blue cards use gems, and green cards use beasts. A card's cost is the number on its lower-right corner. To play a card from your hand, click on it. If you want to discard a card, right-click on it. Some cards allow you to play them and then play again, but unless you play one of them, play passes to your opponent.

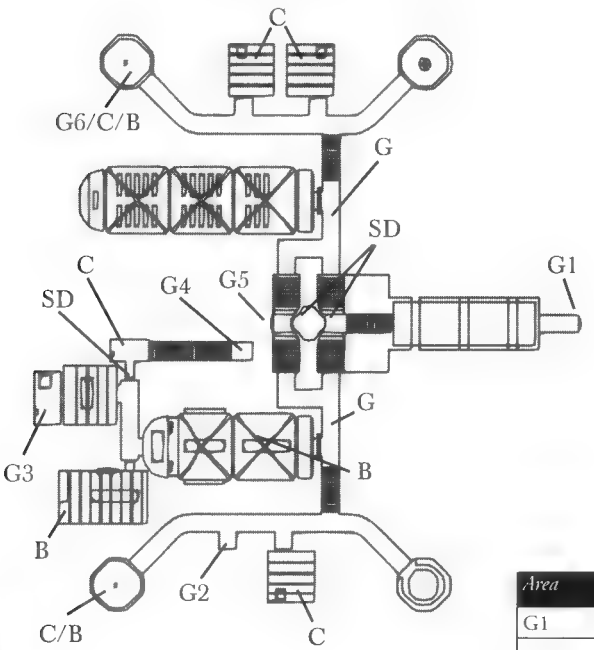
The message scroll, Remains of a Journal, gives you pretty good basic advice for playing. Read it, and go play a few hands at a couple of taverns. There's no consequence to losing a game, so play to develop a basic strategy. To finish this quest, you only have to win one game at each tavern, no matter how many times you lose. After you've won at each tavern, return to Gina Barnes and she'll reward you with experience and a chest full of really good treasure–including some artifacts.

Indoor and Dungeon Areas

Castle Gryphonheart

Castle Gryphonheart is the home of Queen Catherine, the ruler of the human kingdom. The castle is important to several quests in the game. After you've completed the Rescue the Dwarves quest, and before the Human-Elf conflict is resolved, you can get the Rescue Loren Steel quest from Queen Catherine (G5). Alice Hargreaves, the NPC you must kidnap for William Setag's Imprison Alice Hargreaves quest (receive in Deyja) is at G2. You'll also find two of the three paintings you need for Ferdinand Visconti's Collect Three Paintings quest. A portrait of Roland Ironfist hangs at G3, and his brother Archibald's portrait is at G6.

Fig. 6-30. Castle Gryphonheart



Trap Value:	12
Steal Value:	10
Perception Value:	12
Creatures:	Archers
	Champions of the Sword
	Soldiers

Castle Gryphonheart Locations

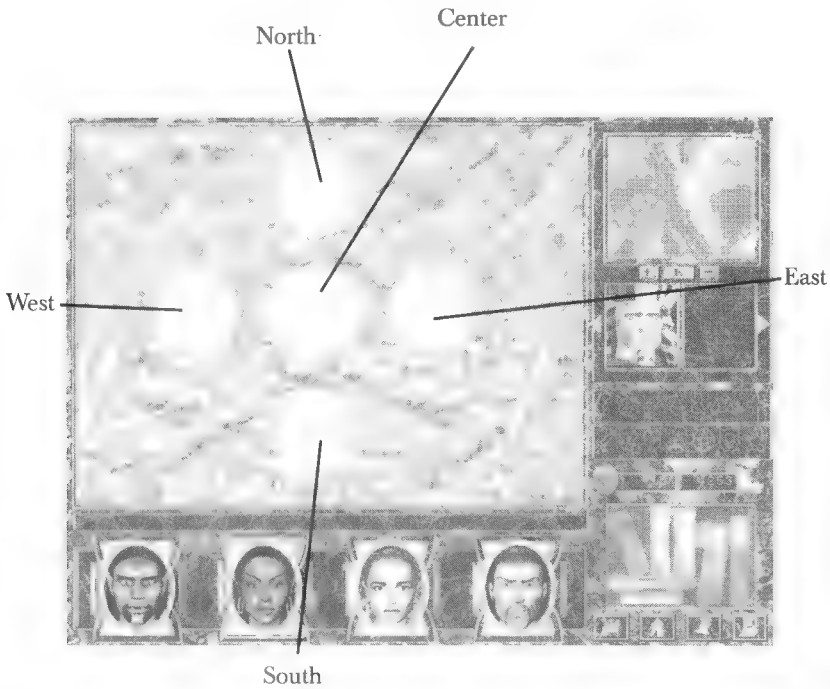
Area	*Notes*
G1	Front Entrance
G2	Alice Hargreaves
G3	Bedroom with Roland Ironfist Painting, Key to G4
G4	Second Floor Entrance
G5	Queen Catherine's Throne Room
G6	Tower with Archibald Ironfist Painting
B	Barrel(s)
C	Chest(s)
G	Guard

If you've chosen the Path of Dark, Castle Gryphonheart's creatures will be hostile to you. Otherwise, they'll only attack you if you go past the guards into the north or south castle wings.

The Hidden Tomb

Part of the rather complex Monk Ninja promotion quest, Decipher the Encrypted Scroll, takes you to the Hidden Tomb (area 13). After you've deciphered the scroll using the Scroll of Waves (see Decipher the Encrypted Scroll under the Pit, below), go to the tomb location. Before you get the Scroll of Waves, you won't be able to see the tomb entrance, but afterwards, the following control panel is visible.

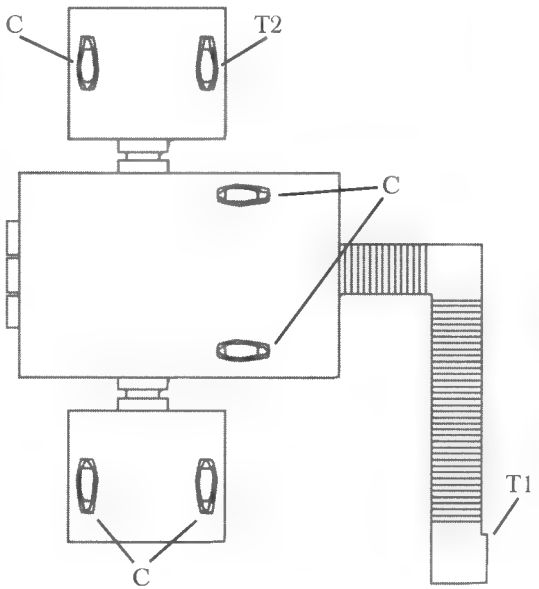
Fig. 6-31 The Hidden Tomb Door



To open the door, click the buttons in this order: north, east, south, west, and center. If you mess up, just start over again with north.

By the time you can get the Ninja quest, your party's level should be high enough that the small number of Vampires and Liches inside the tomb should be no obstacle. The sarcophagi inside are chests containing treasure. The Shadow's Mask you need for the quest is inside the sarcophagus at T2.

Fig. 6-32. The Hidden Tomb



Trap Value:	24
Steal Value:	10
Perception Value:	24
Creatures:	Vampires
	Liches

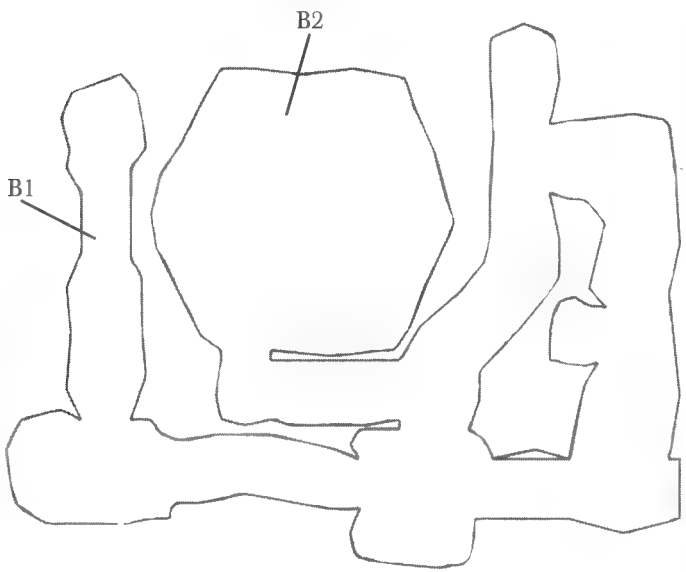
Hidden Tomb Locations

Area	*Notes*
T1	Entrance
T2	Sarcophagus with Shadow's Mask
C	Chest

The Bandit Caves

This small cave system houses the headquarters of the gang of Bandits that prey on travelers in the Erathian region. If you've received the Recover the Signet Ring quest from Davrik Peladium in Harmondale, you'll find the ring in the chest at B2.

Fig.6-33. The Bandit Caves



Trap Value:	12
Steal Value:	10
Perception Value:	12
Creatures:	Thieves
	Bandits

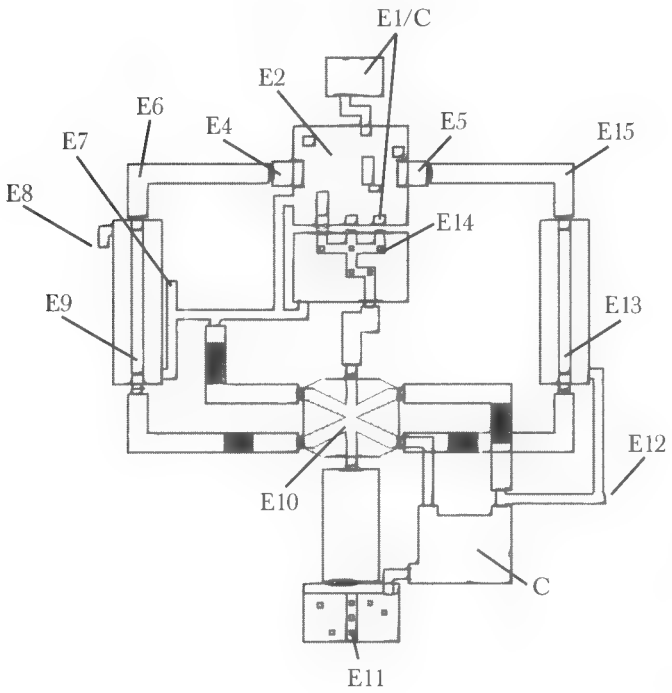
Bandit Caves Locations

Area	*Notes*
B1	Entrance
B2	Chest with Signet Ring

Erathian Sewers

Bill Lasker, the head of the thieves' guild, hides out in the Erathian Sewers. You can find him at E1. Lasker teaches expert Stealing and grand master Dagger. You also can receive two Thief class promotion quests from him–the Thief Rogue promotion, Steal Lord Markham's Vase, and the Path of Light Thief Spy promotion, Move the Watchtower 6 Counterweight.

Fig. 6-34. The Erathian Sewers



Trap Value:	10
Steal Value:	10
Perception Value:	10
Creatures:	Thieves
	Rats

Erathian Sewers Locations

Area	*Notes*
E1	Bill Lasker (north door)
E2	Sliding Bridge Puzzle
E3	Teleporter
E4	Lever Room 1
E5	Lever Room 2
E6	Blade Trap
E7	Teleporter
E8	Exit to Erathia area 2
E9	Mechanical Bridge
E10	Poison Spray Trap
E11	Exit to Erathia area 10
E12	Exit to Erathia area 1
E13	Mechanical Bridge
E14	Teleporter Destination
E15	Blade Trap

The sewers have three exits in the Erathia region (1, 2, and 10) as noted in the table. They're guarded by packs of Thieves and Rats, and have several traps. These dangers make this dungeon challenging for low-level parties. If your party isn't very advanced, be careful to avoid the highly damaging Poison Spray and Blades traps at E6, E10, and E15. Also, avoid trouble by being careful not to fall off the bridges and catwalks–the largest groups of creatures lurk in the pits below.

Sliding Bridge Puzzle

To reach Bill Lasker at E1, you can jump from E5 onto one of the platforms in E2 and then use the Jump spell to reach the hallway at the north edge of the room. You also can pull the levers at E4 and E5 to move platforms in E2 until they form a bridge. E4 and E5 each have a row of three levers. Pull all three levers in E4 and then the left and middle levers in E5. (The right lever in E5 returns all of the blocks to their original positions.)

The blocks should form a bridge with only a couple of small, easily jumped gaps. The teleporter at E7 will transport you to the south end of the bridge at E3.

Mechanical Bridges

The bridges at E9 and E13 are raised by clicking the buttons located just inside the south doors.

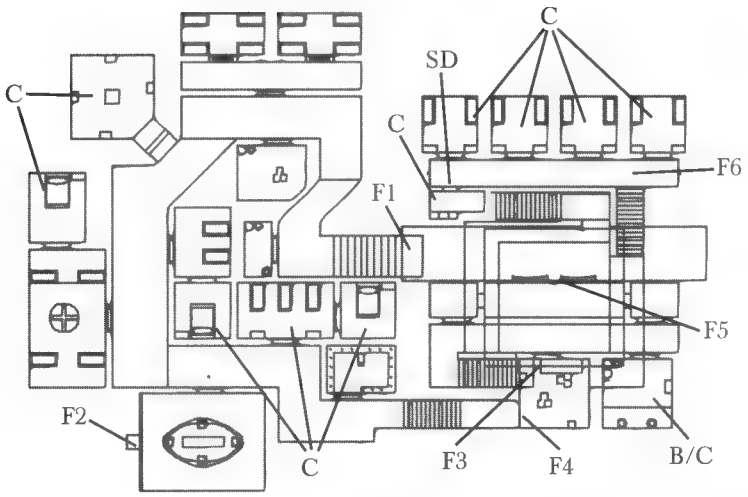
Teleporters

The teleporter at E7 sends you to E3, which then sends you onto the platform on the south side of E2. If you stand on this platform facing south and click on the archway, you get teleported to E14 on the other side of the wall.

Fort Riverstride

This outpost is manned by Queen Catherine's troops. Its mission is to protect her kingdom's western frontier against Bandit and Elf raids. Only one quest involves the fort. If you visit the Elf King, King Parson, during the Elf-Human war (see Story Line in Chapter 5), he'll ask you to steal the plans to Fort Riverstride. These plans are stored in a hidden compartment behind a portrait of Queen Catherine hanging in F2.

Fig. 6-35. Fort Riverside



Trap Value:	8
Steal Value:	10
Perception Value:	8
Creatures:	Soldiers
	Swordsmen
	Archers

Fort Riverstride Locations

Area	*Notes*
F1	Hidden Entrance (under fort)
F2	Secret Compartment (contains Riverstride plans)
F3	Front Entrance
F4	Secret Door to Lower Level
F5	Poison Spray Launcher
F6	Fireball Trap
B	Barrel(s)
C	Chest(s)
SD	Secret Door

Secret Compartment

This secret compartment contains the Riverstride Plans scroll you need for King Parson's Steal the Plans to Fort Riverstride quest. It's hidden behind the portrait of Queen Catherine that hangs on this chamber's west wall. To open it, click on the portrait.

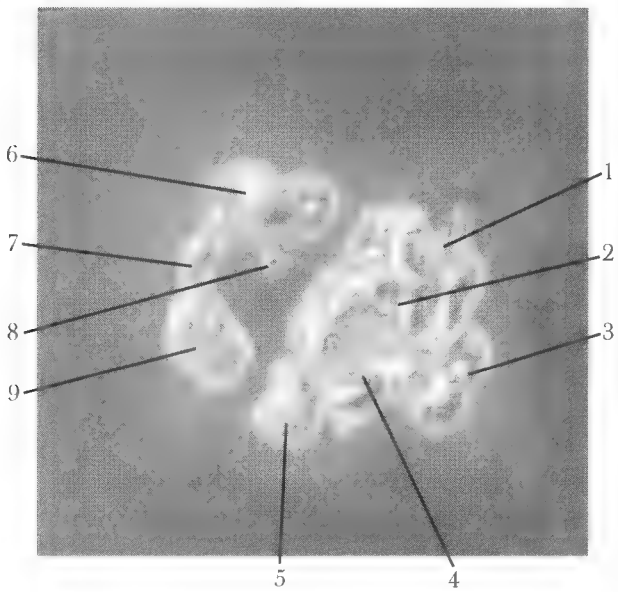
Poison Spray Launcher

The fort protects the road that leads into Erathia from the east. This road passes through a tunnel in the fort. The lever on the wall at F5 fires the Poison Spray spell into the tunnel. This special effect has no effect on the game whatsoever.

Evenmorn Island

You can only reach this island by boat after you've completed the Find Map to Evenmorn quest (Deyja). After that, the boats in Erathia, the Tularean Forest, and Tatalia will sail for the island on Sundays.

Fig. 6-36. Evenmorn Island



Trap Value:	16
Steal Value:	5
Perception Value:	16
Creatures:	Soldiers
	Skeletons
	Gargoyles
	Ghosts

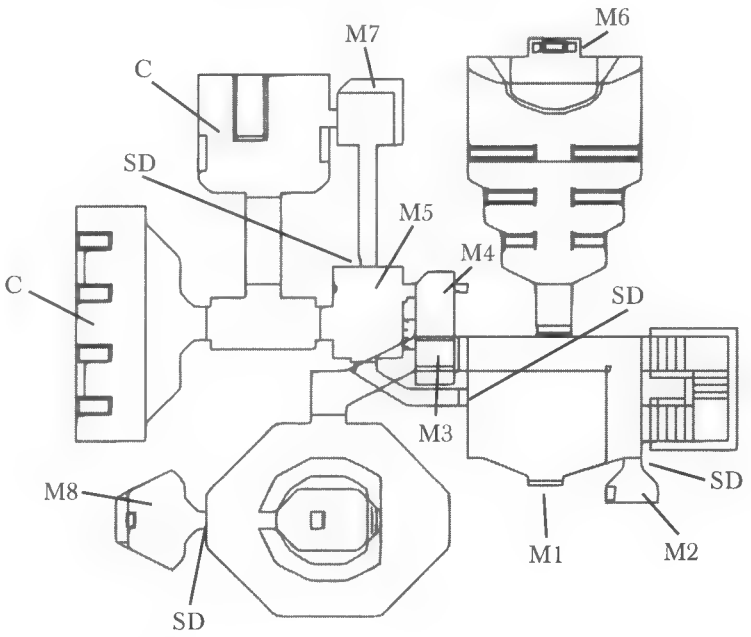
Evenmorn Island Locations

Area	*Name*	*Notes*
1	Sacred Sails	Boat
1	The Laughing Monk	Tavern
1	Pedestal	Body Resistance
1	Pedestal	Mind Resistance
1	Pedestal	Day of the Gods
2	Grand Temple of the Moon (map follows)	Quest Action: Purify Grand Temple of the Moon Altar. Quest Item: Eagle Statuette.
3	Caverhill Residence	Teacher: Master Merchant. Membership: Water Guild.
4	Crane Residence	Teachers: Master Dodging, Master Unarmed
4	Fountain	Drinking from well teleports you to area 9
5	Circle of Stone	End of Obelisk quest
5	Shrine	+10 Accuracy and Speed, permanent. Once per character.
6	Grand Temple of the Sun (map follows)	Quest Action: Defile Grand Temple of the Sun Altar
7	Druid Temple	Quest Action: Visit Three Druid Temples
8	Paramount Guild of Water	Water Magic spells
9	Smithson Residence	Teachers: Grand Master Shield, Grand Master Learning
9	Obelisk	–
9	Fountain	Drinking from well teleports you to area 4

The Cleric promotion quest, for both the Path of Dark and the Path of Light, takes you to Evenmorn Island. The Priest of Dark promotion requires you to enter the Grand Temple of the Sun (area 6) and defile its altar. Similarly, the Priest of Light quest requires you to go into the Grand Temple of the Moon (area 2) and purify its altar. Two of the three statues you need for the Place Statues on Shrines quest (received in the Tularean Forest) are located in the temples–one in each.

After you've visited all 14 obelisks in Erathia (see Obelisks in Chapter 5), you can visit the circle of stones at area 5 to receive a special treasure. If you're there at the stroke of midnight, a flower appears at the center of the circle. Click on it to receive 100,000 gold and some excellent treasure.

Fig. 6-35. Grand Temple of the Moon



Grand Temple of the Moon Locations

Area	*Notes*
M1	Entrance
M2	Secret Chamber with chest containing Eagle Statuette
M3	Trap Door
M4	Cell
M5	Button that opens M4
M6	Altar
M7	Button that locks M3
M8	Drawer
C	Chest(s)
SD	Secret Door

Trap Value:	18
Steal Value:	10
Perception Value:	18
Creatures:	Wights
	Clerics of the Moon

Indoor and Dungeon Areas

Grand Temple of the Moon

The altar (M6) for the Purify Grand Temple of the Moon Altar quest is located in the main temple directly north of the entrance (M1). The Eagle Statuette needed for the Place Statues on Shrines quest is right next to the entrance in a secret chamber (M2) accessible by the eastern stairs.

Altar

To purify the altar, click on its top surface. It turns a lighter color. You can do this only if you've received the Purify Grand Temple of the Moon Altar quest from Rebecca Devine in Celeste.

Trap Door and Cell

If you walk on the upper platform east from the entryway, the trap door at M3 will open, dropping you into the cell at M4. The button at M5 opens the cell door. If you're trapped inside, you can get out by using the Telekinesis spell to activate the button (or you could teleport out using Town Portal or Lloyd's Beacon). At the north end of the cell, on the east wall, is a small, hidden panel. Open the panel by clicking on it, and you'll find a scroll of Telekinesis. In fact, each time you click on the panel, you'll get a new scroll. All of the scrolls you get in this fashion disappear when you leave the temple.

You can jump over the trap door, but it's difficult to gauge because the trap is hidden no matter how high your Perception is. The button at M7 locks the trap door so you can walk over it freely.

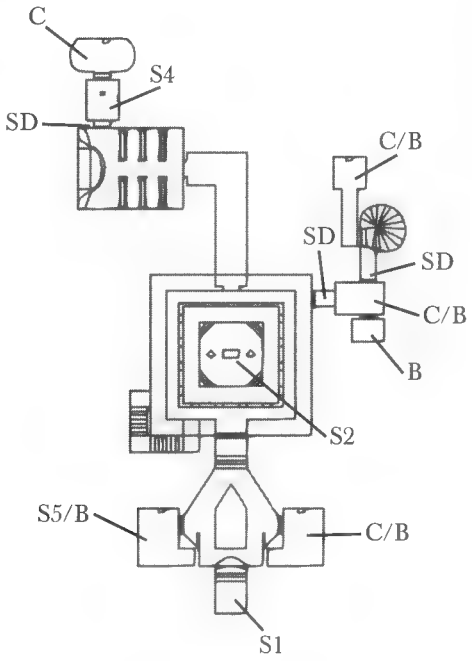
Drawer

This chamber contains a writing desk with a drawer. If you open the drawer by clicking on it, you'll find it full of Learning Books.

Grand Temple of the Sun

As with the Grand Temple of the Moon, the altar (S2) and the statuette (S5) you need to get to are located near the front door of the Grand Temple of the Sun.

Fig. 6-38. Grand Temple of the Sun



Trap Value:	18
Steal Value:	10
Perception Value:	18
Creatures:	Clerics of the Sun Monks

Grand Temple of the Sun Locations

Area	*Notes*
S1	Entrance
S2	Altar
S3	Fireball Trap
S4	Door Puzzle
S5	Chest with Knight Statuette
B	Barrel(s)
C	Chest(s)
SD	Secret Door

Altar

To defile the altar for the Defile Grand Temple of the Sun Altar quest, simply click on the altar's top surface. It'll turn a dark color.

Door Puzzle

There are three buttons on this room's west wall. Press the middle button and then press the button on the pedestal at the room's center to open the door to the north.

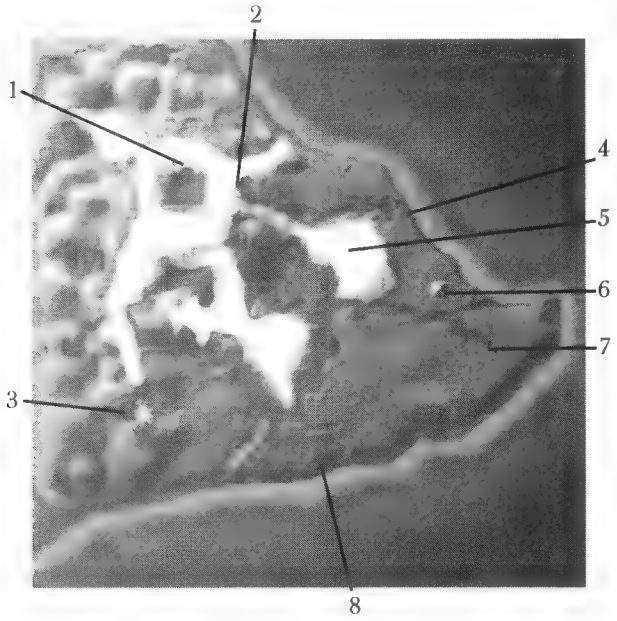
Land of the Giants

Titans, Devils, and Dragons wander the Land of the Giants, making it the most dangerous outdoor region in the game. Although areas 6 and 7 are safe havens, the routes to every other location on the map are fraught with peril. Traveling invisibly through this region is highly recommended. The region's creatures are numerous, have highly damaging ranged attacks, and are hard to kill. Regardless of whether you can cast Invisibility, visiting the many spell pedestals in areas 5 and 6 greatly increases your chances of survival.

Archibald Ironfist will contact you the first time you enter the region. He gives you a Blaster and asks you to save his brother Roland, who's imprisoned in Colony Zod (area 3). This is part of the Kill Xenofex main line quest you receive in either Celeste or the Pit. The other quest that takes place in this region is the Path of Dark Druid Warlock quest, Retrieve a Dragon Egg (receive in Mount Nighon). The egg you're looking for can be found in the Dragon Caves at area 2.

After you've visited the Land of the Giants, the shrine at area 4 will teleport you the shrine at Harmondale. (Harmondale, area 12).

Fig. 6-39. The Land of the Giants



Trap Value:	40
Steal Value:	5
Perception Value:	40
Creatures:	Dragons
	Titans
	Devils

Land of the Giants Locations

Area	*Name*	*Notes*
1	The Dragon Caves (map follows)	Entrance to Dragon Caves, D3.
2	The Dragon Caves (map follows)	Entrance to Dragon Caves, D1. Quest Item: Dragon Egg.
3	Colony Zod	Quest Action: Kill Xenofex
4	Shrine	Teleports to Harmondale, area 12
4	Attribute Challenge	–
5	Spell Pedestals	Fire Resistance, Air Resistance, Water Resistance, Heroism, Immolation, Shield, Stone Skin, Mind Resistance, Body Resistance
6	Lasiter's House	Teacher: Grand Master Armsmaster
6	Pedestals	Day of the Gods, Haste, Earth Resistance
6	Fountain	Wishing Well (see *Other Notable Features and Events*).
7	Tunnel to Eofol	Map shown under *Mount Nighon*
8	Obelisk	–

Other Notable Features and Events

Wishing Well

It costs 5,000 gold each time one of your characters drinks from the well at area 6. Each time one does, one of the effects on the table below is randomly generated. Although there's a better than even chance that something good will happen, the potential negative effects are so nasty that it's probably wisest to avoid using this well.

Land of the Giants Wishing Well Effects

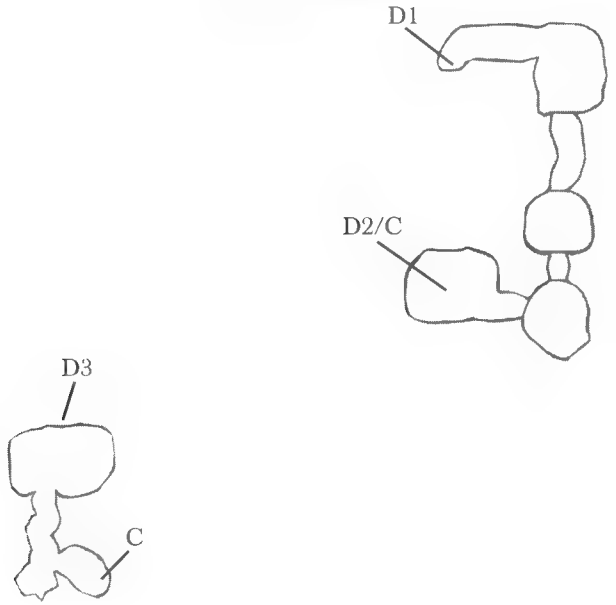
- Eradicated
- Removes effect of magical aging
- +5,000 Experience
- Dead
- +50 Air Resistance, temporary
- +50 Fire Resistance, temporary
- Stoned
- +10,000 gold
- +10 Skill Points
- -50 Armor Class, temporary

Indoor and Dungeon Areas

The Dragon Caves

Dragons have made their homes in these two small caves. The treasure inside is mediocre, except for that found on the bodies of the Dragons themselves. The cave at area 2 contains Dragon Eggs needed for the Retrieve a Dragon Egg quest (Mount Nighon).

Fig. 6-40. The Dragon Caves



Trap Value:	40
Steal Value:	10
Perception Value:	40
Creatures:	Dragons

The Dragon Caves Locations

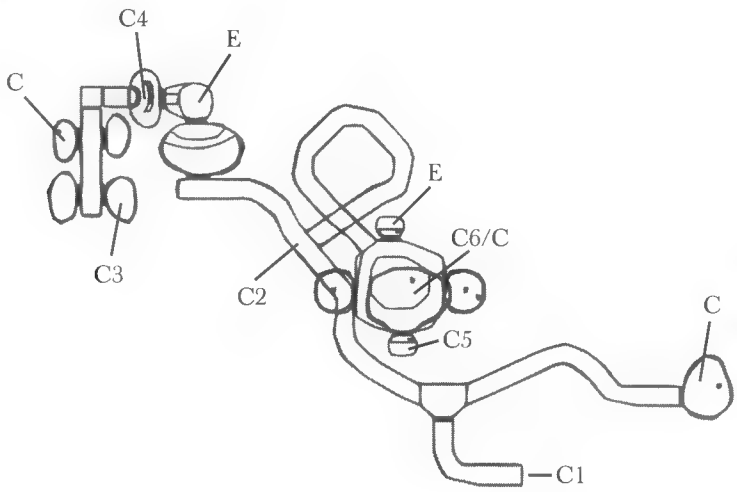
Area	*Notes*
D1	Entrance from the Land of the Giants, area 2
D2	Chamber with Dragon Eggs
D3	Entrance from the Land of the Giants, area 1
C	Chest

Colony Zod

Xenofex, the king of the Devils, makes his headquarters in Colony Zod. The main line quest, Kill Xenofex, is the only quest that brings you to this dangerous dungeon. The three chests in Colony Zod each contain a Blaster. These weapons, plus the one that Archibald gives you when you first arrive in the Land of the Giants, are enough to outfit your entire party.

Trap Value:	40
Steal Value:	10
Perception Value:	40
Creatures:	Devils

Fig. 6-41. Colony Zod



Colony Zod Locations

Area	*Notes*
C1	Entrance
C2	Passage to Xenofex's Chamber
C3	Roland's Cell
C4	Control Panel
C5	Elevator Puzzle
C6	Xenofex's Chamber
C	Chest
E	Elevator

Passage to Xenofex's Chamber

This passage won't appear until you've rescued Roland at C3.

Control Panel

This panel controls the invisible force field blocking the way to C3. Click all four buttons on the control panel to lower the force field.

Roland's Cell

Roland Ironfist is inside one of the small cages hanging from the ceiling. Click on the cage to release him. He'll give you the key to Xenofex's Chamber.

Elevator Puzzle

This round room is three levels tall. You reach the second level by taking the elevator at the north end of the room. From the second level, you can reach the elevator on the south end of the room and the two small chambers to the east and west. Each of the chambers contains a pedestal with a button on it. Click both buttons to unlock the south elevator. This elevator brings you to the third level–Xenofex's Chamber.

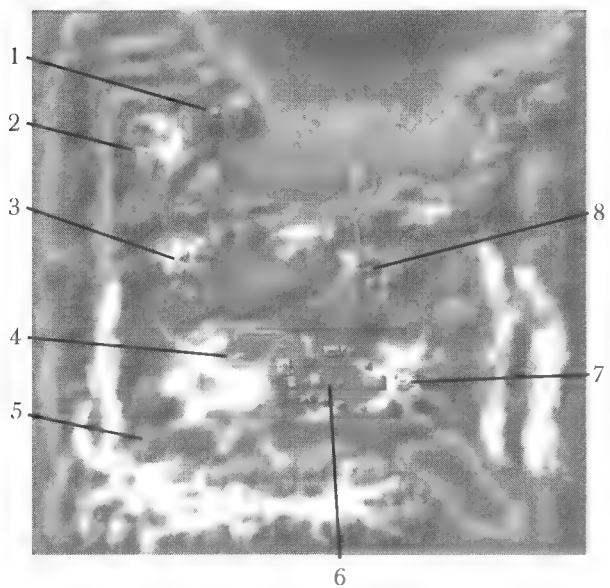
Xenofex's Chamber

Xenofex (a Devil Captain) is in this chamber with a large force of Devil guards. To enter the chamber from C5, you need the key that Roland gave you. Make sure the character carrying it is the active character and then click on the door.

Mount Nighon

Without the Lloyd's Beacon or Town Portal spells, the only way to reach the Mount Nighon surface is through underground tunnels connecting to Stone City in the Barrow Downs and to the Land of the Giants. The first time you travel to this region, you must go from Stone City, through the Nighon Tunnel, and then through Thunderfist Mountain to the surface. The route to the Land of the Giants goes through Thunderfist Mountain and the Tunnels to Eofol to an exit on the surface (Land of the Giants, area 7).

Fig. 6-42. Mount Nighon



Trap Value:	20
Steal Value:	7
Perception Value:	20
Creatures:	Warlocks
	Rocs

Mount Nighon Locations

Area	*Name*	*Notes*
1	The Maze (map follows)	Quest Items: Haldar's Remains, Angel Statuette
2	Obelisk	–
3	Thunderfist Mountain (map follows)	To Thunderfist Mountain, T2. Quest Item: Soul Jars.
3	Hollis' House	Teachers: Expert Identify Item, Expert Identify Monster
3	Roggen Residence	Membership: Fire Guild
3	Elzbet's House	Teacher: Master Alchemy
3	Pedestal	Heroism
3	Fountain	+50 Spell Points
4	Thunderfist Mountain (map follows)	To Thunderfist Mountain, T11. Quest Item: Soul Jars.
5	Shrine	+10 Personality and Intellect, permanent
5	Attribute Challenge	–
6	Dusk's House	Quest: Find Haldar's Remains
6	Anwyn Residence	Teacher: Master Learning. Quest: Retrieve a Dragon Egg
6	Silk's House	Teacher: Grand Master Disarm Trap
6	Whitesky Residence	Teachers: Expert Mind Magic, Expert Meditation
6	Elmo's House	Teacher: Expert Stealing
6	Evander's Home	Grand Master Body Building
6	Arcane Items	Magic shop
6	Fortune's Folly	Tavern
6	Applied Instruction	Training hall
6	Paramount Guild of Fire	Fire Magic spells
6	The Blooded Dagger	Weapon shop
6	The Tannery	Armorer
6	Offerings and Blessings	Temple
6	Pedestal	Fire Resistance
6	Fountain	+2 Skill Points. Works once per character.
6	Fountain	+2 Personality, permanent. Works once per character.
6	Fountain	+50 Intellect and Personality, temporary
6	Fountain	+20 All Resistances, temporary
7	Thunderfist Mountain (map follows)	To Thunderfist Mountain, T3. Quest Item: Soul Jars.
8	Thunderfist Mountain (map follows)	To Thunderfist Mountain, T10. Quest Item: Soul Jars.
8	Aznog's Place	Teacher: Master Dagger
8	Hawthorne's Place	Teacher: Expert Staff
8	Lanshee's House	Teacher: Master Bow
8	Neldon Residence	Teacher: Master Leather
8	Pedestal	Air Resistance
8	Fountain	Heals 50 Hit Points

Quests

Retrieve a Dragon Egg (Promotion: Warlock)

After you complete the Visit Three Druid Temples quest for Anthony Green in The Tularean Forest, and are on the Path of Dark, you can receive this Druid promotion quest from Tor Anwyn in Mount Nighon (area 6). He sends you out to retrieve a Dragon Egg from the Dragon Caves in the Land of the Giants (Land of the Giants, area 2).

Finding an egg is no problem. There are several on the floor in the Dragon Caves (Dragon Caves, D2). The problem is the thick groups of Dragons that inhabit your paths to the caves and the caves themselves. It's possible to do the entire quest while invisible, which is highly recommended. Before you enter the Land of the Giants–from either the shrine teleporter from Harmondale (Harmondale, area 12) or through the Tunnel to Eofol–cast Invisibility on your party. You'll also find Wizard Eye, Torchlight, and Fly useful. Remember to cast them before you cast Invisibility, because casting spells while invisible immediately dispels the effect.

Because the Dragon Caves are higher than the maximum flight altitude of the Fly spell, you'll have to walk at least part way. The line of snow going uphill from the Land of the Giants area 5 will bring you directly to the cave you're interested in. If your party is invisible, just run to D2 and get an egg. Otherwise, you'll have to deal with several Dragons on your way in.

After you get an egg, return to Anwyn. He'll give you the promotion and a Baby Dragon that travels with you as an NPC. The Baby Dragon regenerates Spell Points for any Druid in your party and provides bonuses to their magic skills.

Find Haldar's Remains (Secondary)

Mazim Dusk (area 6) asks you to find the lost remains of his brother, Haldar. The remains are contained in a small jar, Haldar's Remains, located in the Maze (area 1). The Maze is a very dangerous dungeon full of Minotaurs, Hydras, and Warlocks. Unfortunately, there's no real shortcut to get to Haldar's Remains (Maze, M4). Use the map to figure out a good route through the labyrinth, get the remains, and get back out through the secret door at M2. Return to Dusk to finish the quest.

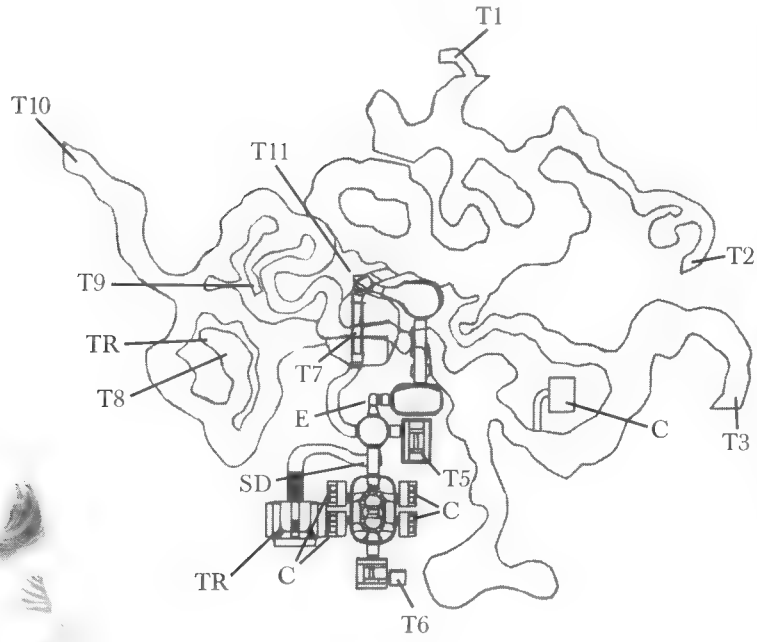
Indoor and Dungeon Areas

Thunderfist Mountain

The Soul Jars needed for the Retrieve Soul Jars from Thunderfist Mountain quest (the Pit) are the only quest items located in this large and very dangerous dungeon. However, it's important to remember that the only foot path to Mount Nighon and The Land of the Giants goes through Thunderfist. To reach Mount Nighon, you must enter the Nighon Tunnels from Stone City in the Barrow Downs, then follow the tunnel to Thunderfist. The Tunnel to Eofol connects Thunderfist to the Land of the Giants.

The tough monsters that wander Thunderfist Mountain make it quite difficult to "clear out," so you should avoid doing this until your party is quite strong. Fortunately, you can save yourself a lot of trouble by avoiding the dangerous central areas of the dungeon, and using entrance and exit points that are near each other (such as T9 to T10, and T2 to T1).

Fig. 6-43. Thunderfist Mountain



Trap Value:	20
Steal Value:	10
Perception Value:	20
Creatures:	Warlocks
	Minotaurs
	Beholders

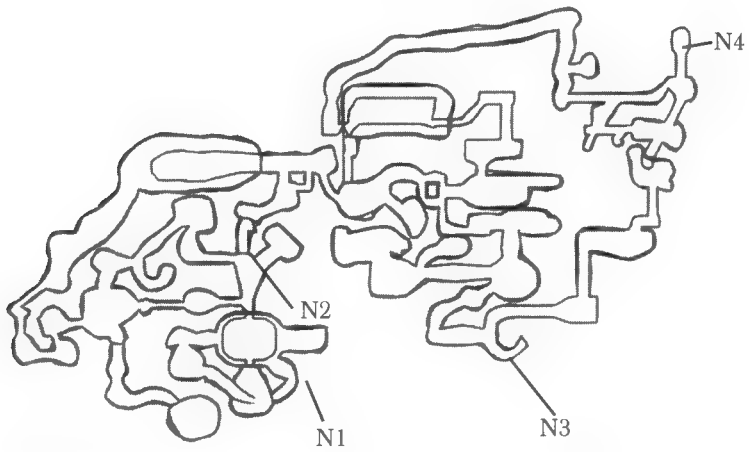
Thunderfist Mountain Locations

Area	*Notes*
T1	Tunnel to Eofol (map follows)
T2	Exit to Mount Nighon, area 3
T3	Exit to Mount Nighon, area 7
T4	Fireball Trap
T5	Library
T6	Chest with Soul Jars
T7	Rock Blast Trap
T8	Lava Pit
T9	Nighon Tunnels (map follows)
T10	Exit to Mount Nighon, area 8
T11	Exit to Mount Nighon, area 4
TR	Particularly good treasure
C	Chest(s)
SD	Secret Door

Nighon Tunnels

As explained above, these tunnels connect Stone City to Thunderfist Mountain. Both the Warlocks and Dwarves inside are your allies against the Gogs, so this dungeon isn't particularly dangerous. That is, unless you anger your allies. Zokarr's Skull is at N4, which you need to complete the Archdruid promotion quest, Put Zokarr's Skull in Zokarr's Tomb (Tularean Forest).

Fig. 6-44. Nighon Tunnels



Trap Value:	16
Steal Value:	10
Perception Value:	6
Creatures:	Dwarves
	Warlocks
	Gogs

Nighon Tunnels Locations

Area	*Notes*
N1	Exit to Stone City, S1
N2	Ledge
N3	Exit to Thunderfist Mountain, T9
N4	Zokarr's Skull, Zokarr's Axe

Ledge

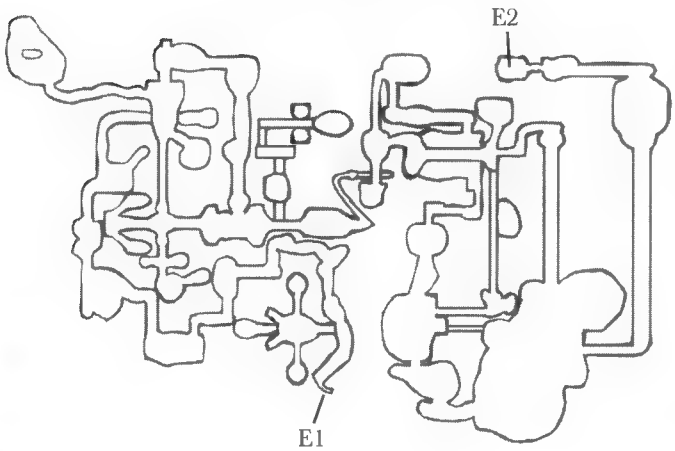
The quickest route to N3 requires you to scale this ledge. If you don't have the Jump spell, you can climb the sloping west wall at the ledge's base and then fall down to the ledge from a position on the wall slightly above it.

Tunnel to Eofol

This tunnel connects Thunderfist Mountain, T1, to the Land of the Giants, area 7. After you reach the Land of the Giants, you can reach that region by using the Shrine teleporters that connect it to Harmondale. Because these don't work until you've visited the region, you'll have to run the Tunnel to Eofol at least once. Basically, the tunnel is a long gauntlet of Medusas and Behemoths. Other than that, it's notable for its lack of other features. The loose piles of gold are quite large, but most of the scattered treasure is of low value.

Remember that Medusas are immune to magical attacks and are capable of Stoning or Paralyzing your characters. Many of the tunnel passages are too narrow for the Behemoths to pass through, allowing you to avoid fighting many of them.

Fig. 6-45. Tunnel to Eofol



Trap Value:	20
Steal Value:	10
Perception Value:	20
Creatures:	Medusas Behemoths

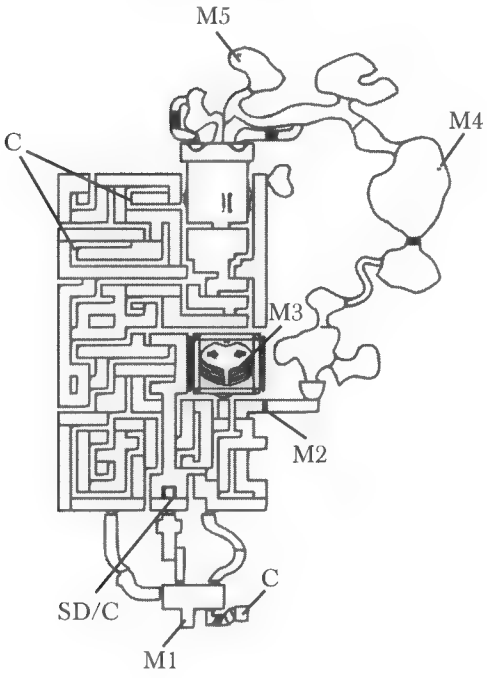
Tunnel to Eofol Locations

Area	*Notes*
E1	Thunderfist Mountain, T1 (map above)
E2	Land of the Giants, area 7

The Maze

The Maze is home to a large clan of Minotaurs, but also is heavily infested with Hydras and–to a lesser degree–guarded by Warlocks. The Angel Statuette, one of the statues you need for the Place Statues on Shrines quest (Tularean Forest), is here as well as Haldar's Remains for the Find Haldar's Remains quest (Mount Nighon).

Fig. 6-46. The Maze



Trap Value:	24
Steal Value:	10
Perception Value:	24
Creatures:	Minotaurs
	Warlocks
	Hydras

The Maze Locations

Area	*Notes*
M1	Entrance
M2	One-Way Door
M3	Minotaur Chapel
M4	Chest with Haldar's Remains
M5	Chest with Angel Statuette

One-Way Door

This secret door only opens from the east side.

Minotaur Chapel

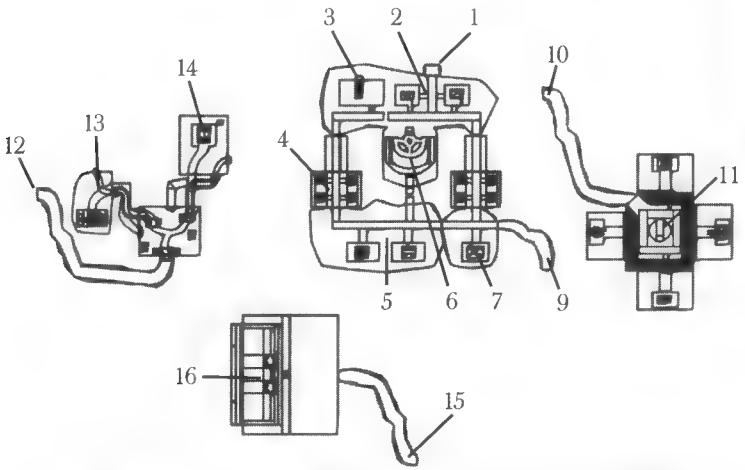
This chamber is guarded by several Minotaurs. If your characters drink from the pools on the east and west walls of the room, they'll get a temporary Body Resistance bonus. Characters can drink from these pools multiple times until their Body Resistance reaches 260. This is a good place to set up a Lloyd's Beacon.

The Pit

This underground city is the capital of the Path of Dark leaders. As a Path of Dark player, this is where you receive the quests mentioned in Chapter 5, Proving Yourself to the Path of Dark. After you've installed Judge Sleen as the new Harmondale Arbiter, you'll receive your remaining main line quests in the Pit.

Three Path of Light main line quests–Retrieve Soul Jars from Castle Gloaming, Gather the Light and Dark Temple Altar Pieces, and Kill Tolberti–bring you to this region, as does the Path of Light Sorcerer Archmage promotion quest, Find the Book of Divine Intervention.

Fig. 6-47. The Pit



Trap Value:	40
Steal Value:	10
Perception Value:	40
Creatures:	Liches
	Vampires
	Necromancers
	Goblin Peasants

The Pit Locations

Area	*Name*	*Notes*
1	Entrance	Connects to the Hall of the Pit
2	Shields of Malice	Armorer
2	Blades of Spite	Weapon shop
3	The Breeding Zone (map follows)	Quest Action: Dark Proving Grounds. Quest Item: Book of Divine Intervention.
4	Kastore	Quest: Get the Light and Dark Temple Altar Pieces
4	Maximus	Quest: Retrieve Soul Jars from Thunderfist Mountain
4	Dark Shade	Quest: Lower the Shield in Clanker's Lab
4	Tolberti	Quest: Kill Robert the Wise
5	Empty House	–
5	Perdition's Flame	Training hall
6	The Vampyre Lounge	Tavern
7	Frozen Assets	Bank

The Pit Locations Continued

Area	*Name*	*Notes*
8	House Umberpool	Membership: Earth Guild.
8	Darkenmore Residence	Teacher: Master Dark Magic. Quest: Get Soul Jars from the Wall of Mists
8	Sand Residence	Quest: Decipher the Encrypted Scroll
9	Pit Teleporter	See Other Notable Features and Events, below
10	Pit Teleporter	See Other Notable Features and Events, below
11	Infernal Temptations	Alchemist
11	Eldrich Influences	Magic shop
11	Guild of Night	Dark Magic spells
11	Paramount Guild of Earth	Earth Magic spells
12	Pit Teleporter	See Other Notable Features and Events, below
13	Hall of Midnight	Town hall
14	Temple of Dark (map follows)	Temple. Quest Item: Altar Piece
14	Obelisk	–
15	Pit Teleporter	See Other Notable Features and Events, below
16	Castle Gloaming	Quests: Dark Proving Grounds, Kill Xenofex, Get the Phase Modulator. Quest Item: Soul Jars.

Quests

Dark Proving Grounds (Main Line)

After you've chosen the Path of Dark by making Judge Sleen the new arbiter in Harmondale, he tells you to go talk to Archibald Ironfist in Castle Gloaming. Archibald is in his throne room (Castle Gloaming, G7). He asks you to prove yourselves to his advisors by making your way through the Breeding Zone from the entrance (Z1) to the exit (Z7).

The Breeding Zone (area 3) is full of Gogs, Behemoths, and Fire Elementals. Each time you enter the dungeon, the map respawns, replenishing itself with new creatures. Because of this, you can't follow a tactic of clearing out the dungeon a section at a time, leaving to rest, and then re-entering to tackle the next section. You must make it through in one try. It's possible to run past most of the Elementals and Gogs, who tend to keep their distance and use ranged attacks, so your main obstacle will be the large groups of Behemoths that block some of the passageways you must move through. Still, be sure to cast Fire Resistance to protect yourself from Gog and Fire Elemental missiles.

Make your way from the entrance to the bridged pit at Z10. You must go through the passage at the west of the pit, but there's a group of Behemoths at the bottom. A good way to deal with them is to rain Spark spell missiles down on them from the bridge. Use Feather Fall to drop into the pit. Proceed to the control panel at Z9 and lower the wall at Z8 by pressing all three of the control panel's buttons. Then go to Z5, extend the bridge there by clicking on the west fountain, cross the bridge, and press the button on the wall at Z6 which unlocks the exit at Z7.

You must jump from a bridge (Z5) into another pit to proceed. The corridor between you and the exit is full of Behemoths (between 16-20). A couple of them are conveniently waiting directly under the bridge for you to drop Sparks on, the rest you're just going to have to fight your way past. After you've reached the exit, return to Archibald to finish the quest. He'll reward you and the four Path of Dark advisors–Kastore, Dark Shade, Maximus, and Tolberti–will appear in the house in area 4 of the Pit.

Retrieve Soul Jars from Thunderfist Mountain (Main Line)

You can receive this quest from Maximus (area 4) after you've completed the Dark Proving Grounds quest. He asks you to get some Soul Jars from the Warlocks. The Warlocks he's referring to are the ones in Thunderfist Mountain (Mount Nighon, areas 3, 4, 8, and 7).

This quest is difficult because you must travel through a large part of Thunderfist Mountain to get to the Soul Jars (Thunderfist Mountain, T6). Although you'll have to contend with Warlocks and Beholders along the way, the Minotaurs are particularly hard to deal with because some of them have a special attack that causes instant death. The Body Resistance and Preservation spells will give you some protection, but the best of all is Protection from Magic cast at grand master level because it provides immunity to instant death effects.

Thunderfist Mountain has several entrances. The one that brings you in closest to T6 is located at Mount Nighon, area 4, which opens up on Thunderfist Mountain, T11. Between T11 and T6 is the Warlocks' headquarters, which is mostly inhabited by Warlocks that are much less dangerous than the dungeon's other creatures. Head south to T6, get the Soul Jars, and get back out through T11. Return to Maximus to complete the quest.

Get the Light and Dark Temple Altar Pieces. (Main Line)

You can only get this quest from Kastore (area 4) after you've completed the Dark Proving Grounds. The quest is very similar to the identically named quest given to Path of Light parties by Resurectra in Celeste. You must retrieve two Altar Pieces, one from the Temple of Light in Celeste and one from the Temple of Dark in the Pit.

Because you're allied with the Temple of Dark (area 14), getting its Altar Piece is no problem. Just walk in and click the button on the ground behind the altar at D3. The altar will move aside to reveal a panel. Under the panel is the Altar Piece.

Getting the Altar Piece from the Temple of Light in Celeste (Celeste, area 9) is much more difficult. To start, you must fight your way through the Angels, Rocs, and Sorcerers that guard Celeste just to get to the temple entrance. The Altar Piece is located inside a chest at location L6. For details on how to get into L6, see Sun, Moon, Star Chamber under Temple of Light earlier in this chapter. Other than that, there is no secret to getting through the temple. It's well guarded, and the Angels in particular are quite tough. There *is* a lot of room to maneuver, so you can simply run past creatures to avoid battling them.

Once you have the Temple of Light Altar Piece, get out of the temple. If you have Feather Fall or Fly, you can jump through a hole in the Celeste floor to fall back to the Bracada Desert. Return to Kastore with both Altar Pieces, and you're done.

Lower the Shield in Clanker's Lab (Main Line)

Dark Shade (area 4), will only give you this quest after you've completed the Dark Proving Grounds quest. The Necromancers want to take over Clanker's Lab (Tularean Forest, area 1), but it has a shield generator that prevents them from teleporting in. Dark Shade asks you to enter the lab and lower the shields.

The lab's island location requires that you have the Water Walk or Fly spell, or that you have potions of Water Breathing to reach it. The lab itself is guarded by Gogs, Golems, and Beholders. After you enter, proceed around the main corridor, traveling counterclockwise from the entrance (Clanker's Lab, L1). Enter the library at L6 and open the secret door to the south using the book button located on the nearest shelf. Open the door to L5 by pressing the button at L4. Inside L5 is a control panel with an eye symbol above it. When you click on the control panel, the eye should turn black. The shield is now turned off. Return to Dark Shade.

Kill Robert the Wise (Main Line)

You can only receive this quest from Tolberti (area 4) after you complete the previous three quests for Dark Shade, Maximus, and Kastore. Tolberti tells you to go kill his Path of Light counterpart, Robert the Wise, and bring back the Control Cube he carries. To reach Robert, you must re-enter Celeste and enter his house (Celeste, area 5), which is represented by the mini-dungeon, the Small House. Robert, a Blaster Guy, is the only occupant of the house. For information on how to deal with him, see the quest notes for Kill Tolberti under Celeste, earlier in this chapter.

After you've killed Robert, search his body for the Control Cube. you'll also find a Blaster. Return to Tolberti for your reward.

Kill Xenofex (Main Line)

After you complete Kill Robert the Wise, Tolberti sends you to talk to Kastore in the Castle Gloaming throne room (Castle Gloaming, G7). When you go to Kastore, he sends you to Kill Xenofex, the leader of the Devils. After Kastore gives you the quest, it's exactly the same as the Kill Xenofex quest described in detail in the Celeste region quest notes. Follow the clues there. Once you've killed Xenofex, return to Kastore to receive the game's final quest.

Get the Oscillation Overthruster (Main Line)

This is the game's final quest. Kastore asks you to retrieve the Oscillation Overthruster, which he needs to build the Heavenly Forge. The Heavenly Forge can replicate Blasters, which Kastore (and you) will use to rule the world. The Overthruster is on the *Lincoln*, located underwater on the Shoals. To reach the Shoals, you'll need the four Wetsuits, which are located in the chests directly outside the Castle Gloaming throne room. This quest is exactly the same as the Path of Light quest of the same name described under Celeste. Look there for clues on completing it.

After you retrieve the Overthruster, return to Kastore. You've won the game.

Get Lich Jars from the Walls of Mist (Promotion: Lich)

Halfgild Wynac in area 8 will promote you to Lich if you retrieve four Lich Jars from the Walls of Mist in Celeste. After you've received the quest from him, the chest at W3 in the Walls of Mist will contain the jars you need. To retrieve them, you must perform the same actions at outlined in the Light Proving Grounds quest description under Celeste.

However, there are a few differences. For one, you must fight your way from the Teleporter to Bracada (Celeste, area 1) to the entrance to the Walls of Mist (area 3). This run is short and lightly guarded. Although the Path of Light player must not kill anything in the Walls of Mist, you have no such compunction. The final difference is that the Sorcerers in the dungeon will be hostile to you.

Once you reach W3, open the chest. Inside you'll find four individual Lich Jars. Give one to each of your characters and return to Wynac. He'll promote your characters to Lich. Any sorcerers in your party will actually *become* Liches, and gain immunity to Body and Mind spells and resistances to all other magic except Spirit. Liches also must carry their Lich Jar with them; if they don't, resting will only revive 50 percent of their Hit and Spell Points.

Decipher the Encrypted Scroll (Promotion: Ninja)

You can receive this quest from Stephan Sand (area 8) after you're on the Path of Dark and have completed the Visit the Site of Power in the Barrows quest. Sand gives you a scroll that contains an encrypted message and tells you that you need the third word written on the Scroll of Waves stored in the School of Sorcery (Bracada, area 6) to decrypt it.

Your first stop on this quest is the School of Sorcery. The Scroll of Waves is located on the bookshelf at S8. When you read it, you'll find that the third word on it is "pattern." Though you don't need it, instructions for applying the Scroll of Waves key word to the encrypted message are written down in the Basic Cryptography scroll found in the library of Castle Harmondale. Essentially, what you do is form a key phrase by repeating the key word ("pattern") over and over again until the key phrase is longer than the cipher text. Then you take the key and match up its letters, letter –by letter while ignoring spaces in the cipher text. Then you convert the letters to numbers (1 = A, 2 = B, 3 = C, etc.) and add matched key and cipher text letters together, subtract 26 from any sum higher than 26 and then reconvert the results back into letters. The letters you get are the deciphered text.

Key:	P atte rnpat ter npat te rnpatt ernpat ter npat
Cipher:	Y iupj xckox nmw henv ik eoiuyl pwzmjh usv vqwy
Message:	I have found the tomb of master kelwin and have
Key:	Ternpat ter npat tern pat ternp. At te rnpat
Cipher:	xjvisfx nmw qeey zwga xjm htlsi. Jn cx fchub
Message:	deduced the code from his notes. It is north
Key:	tern patte rnpa tte rnpatt. Er npa tt ernp att ern
Cipher:	yfkh iponm osiu uhi usduyl. Rq xec cm igbu bhx yzs
Message:	east south west and center. My job is done and the
Key:	patt ernp. Atte rnpa.
Cipher:	tfvn uswt. Hiii disl.
Message:	debt paid. Good luck.

After you get the Scroll of Waves, the entrance to the Hidden Tomb in Erathia (Erathia, area 13) becomes visible. Use the code to open the door to the Hidden Tomb (see Hidden Tomb earlier in this chapter). Inside the sarcophagus at T2 is the Shadow's Mask. Get that and return it to Sand to complete the quest.

Other Notable Features and Events

Pit Teleporters

The Pit is divided into four areas connected by the teleporter gates at 9, 10, 12, and 15, which are connected in a loop. Gate 9 sends you to 10, 10 to 12, 12 to 15, and 15 back to 9. To go through a gate, walk to the end of the tunnel leading up to it.

Indoor and Dungeon Areas

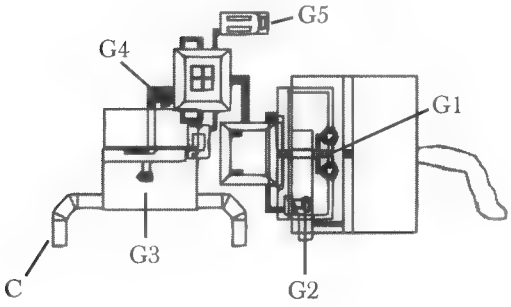
Castle Gloaming

Castle Gloaming is the headquarters of the Path of Dark leaders. As a Path of Dark player, you'll come here to receive many of your main line quests. The Dark Proving Grounds, Kill Xenofex, and Get the Oscillation Overthruster are all received at the throne room. If the Mercenaries Collect a Debt event happens to you, the tapestry you need is here.

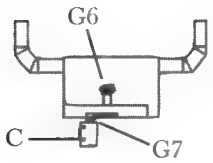
If you're playing the Path of Light, the Retrieve Soul Jars from Castle Gloaming quest takes you here.

The castle is split into three sections connected by rivers of lava. You can cross the lava using the boats at G2, G3, and G6.

Fig. 6-48. Castle Gloaming



Trap Value:	24
Steal Value:	10
Perception Value:	24
Creatures:	Necromancers
	Ghosts
	Vampires
	Liches



Castle Gloaming Locations

Area	*Notes*
G1	Entrance
G2	Lava Boat
G3	Lava Boat
G4	Chest containing Soul Jars
G5	Tapestry
G6	Lava Boat
G7	Throne Room
C	Chest(s)

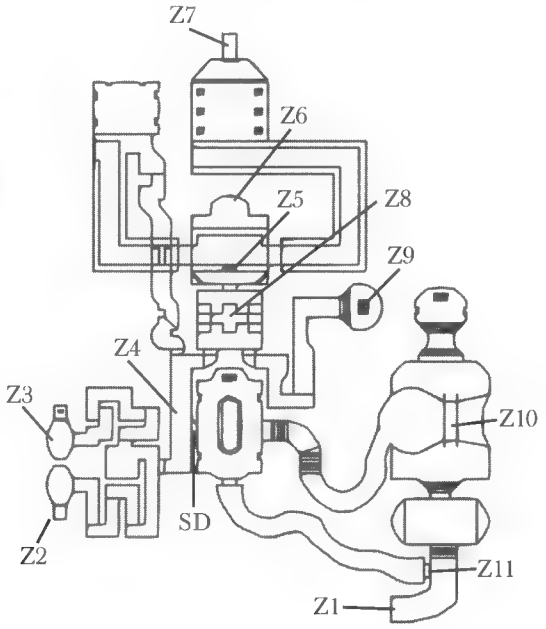
Lava Boats

To operate a lava boat, click on its tiller. The boat at G2 goes to G3. The boat at G3 goes to G6, and G6 returns to G2.

The Breeding Zone

This dungeon is used by the Path of Dark leaders to test the worthiness of their servants–you, if you're following the Path of Dark. Path of Light players on the Archmage Sorcerer promotion quest, Find the Book of Divine Intervention (Bracada Desert), will find what they're looking for in here.

Fig. 6-49. The Breeding Zone



Trap Value:	20
Steal Value:	10
Perception Value:	20
Creatures:	Fire Elementals
	Gogs
	Behemoths

Breeding Zone Locations

Area	*Notes*
Z1	Entrance
Z2	South Button Chamber
Z3	North Button Chamber (Book of Divine Intervention)
Z4	Blades Trap
Z5	Extendable Bridge
Z6	Button (unlocks Z7)
Z7	Exit
Z8	Movable Wall
Z9	Wall Control Panel
Z10	Bridged Pit
Z11	Secret One-Way Door (opens from west side only)

Button Chambers

The button at Z2 opens the small chamber north of Z3. The button in Z3 opens the chamber south of Z2. The chest at Z3 contains the Book of Divine Intervention.

Extendable Bridge

This bridge is extended by clicking on the fountain in the room's southwest corner.

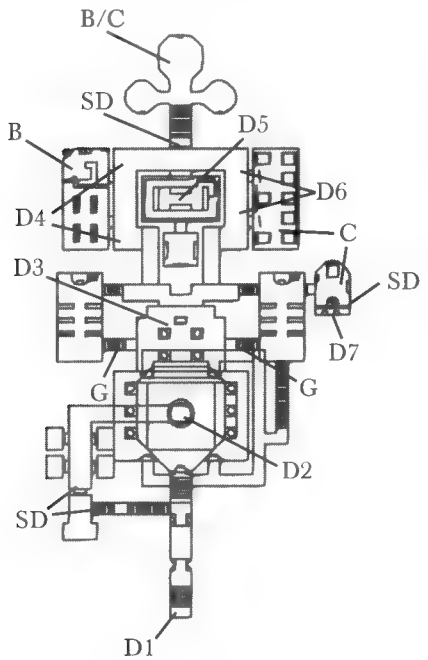
Wall Control Panel

The wall at Z8 is actually a large mechanical door that divides the dungeon into north and south sections. To lower it, press all three buttons on the control panel at Z9.

Temple of Dark

You'll have to visit the Temple of Dark whether you're playing the Path of Dark or the Path of Light because both sides receive the main line quest Get the Light and Dark Temple Altar Pieces. The main difference is that the temple guardians are automatically hostile to a Path of Light party, and only hostile to a Path of Dark party if it ventures into restricted zones or attacks a temple creature.

Fig. 6-50. Temple of Dark



Trap Value:	30
Steal Value:	10
Perception Value:	30
Creatures:	Vampires Clerics of the Moon

Temple of Dark Locations

Area	*Notes*
D1	Entrance
D2	Fountain Passage
D3	Altar
D4	Poison Spray Traps
D5	Library
D6	Poison Spray Traps
D7	Chest with Angel's Ring
C	Chest(s)
B	Barrel(s)
SD	Secret Door
G	Guard

Fountain Passage

The surface of this fountain is actually an illusion that covers the passageway leading to the east.

Altar

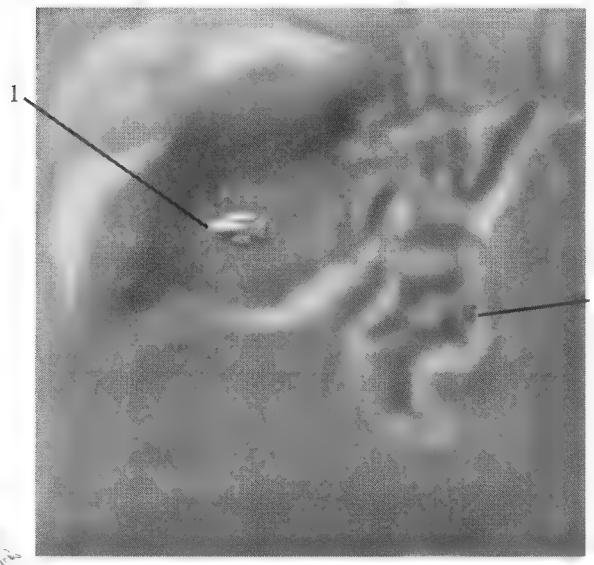
There's a button on the floor behind this altar. Click it and the altar will move aside to reveal a panel. Beneath the panel is some treasure and an Altar Piece.

The Shoals

The Shoals is the underwater region where the Ancients' technology driven spaceship, the *Lincoln*, crash landed. To reach the Shoals and travel it safely, your characters need to be wearing the Wetsuits they receive when they get the game's final quest, Get the Oscillaton Overthruster. Spellcasting and normal weapon use aren't permitted underwater. The only weapons your characters can wield underwater are Blasters.

There are two features of interest in the Shoals: the *Lincoln*, where the Overthruster is located, and the chest containing the Temple in a Bottle–your key to the secret level, the Strange Temple.

Fig. 6-51. The Shoals



Trap Value:	2
Steal Value:	0
Perception Value:	2
Creatures:	Sharks

The Shoals Locations

Area	*Name*	*Notes*
1	The *Lincoln* (map follows)	Quest Item: Oscillation Overthruster.
2	Chest with Temple in a Bottle	–

Indoor and Dungeon Areas

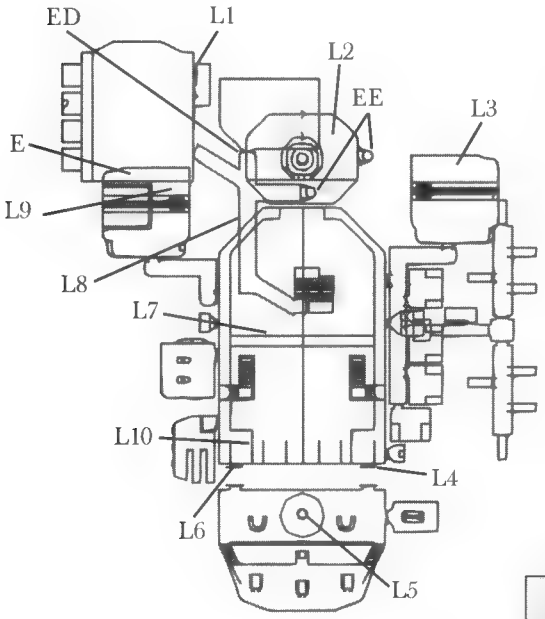
The *Lincoln*

As befits the last major dungeon of the game, the *Lincoln* is a very dangerous place. When you first enter it, your characters will be wearing Wetsuits. Make sure to change them into something more adventure-worthy quickly–because Wetsuits offer no Armor Class protection. Also, their use requires you to remove all other equipment.

The *Lincoln* has a main power system that must be activated before almost all of the elevators and doors will function. In fact, only the door marked "ED" and the elevators marked "EE" work before you turn on the power at L2.

The Oscillation Overthruster is in the swirling pool of stars at L5. After you get it (by clicking on the pool of stars), the ship's defensive systems become active and flood the main hold (L7), hangar access (L8), and hangar (L1) with Spark missiles.

Fig. 6-52. The *Lincoln*



Lincoln Locations

Area	*Notes*
L1	Hangar (entrance)
L2	Engineering
L3	Teleporter to L9
L4	Bridge Door
L5	Pool of Stars (contains Oscillation Overthruster)
L6	Bridge Door
L7	Main Hold
L8	Hangar Access
L9	Teleporter to L3
L10	Armory
ED	Emergency Door
EE	Emergency Elevator

Trap Value:	40
Steal Value:	10
Perception Value:	40
Creatures:	Droids

Engineering

This area is three levels high. The emergency elevator at the south end of the room connects the hangar access corridor (L8) to the second engineering level. The control panel that rings the shaft in the middle of the room turns on the ship's power. To do this, click on the panel on the south end of the ring. Afterwards, all the doors and elevators will function.

Bridge Doors

The doors at L4 and L5 have buttons next to them. Click these buttons to open the doors.

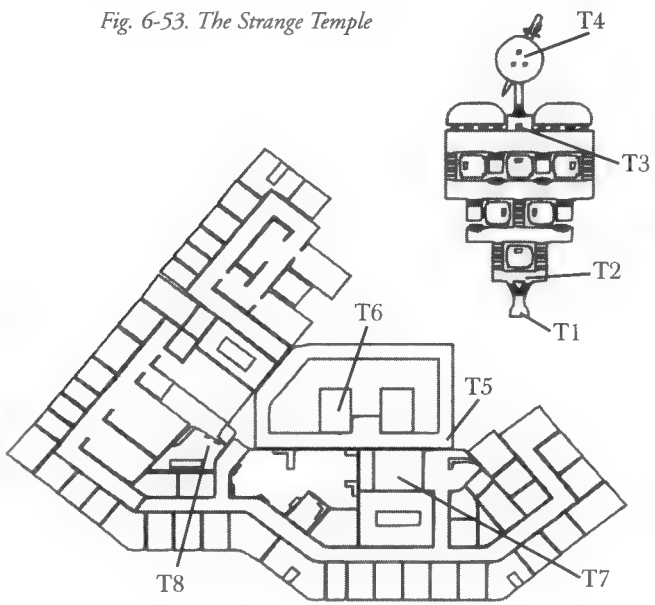
Armory

Along the west wall of this room are three panels that open when you click the buttons on the walls next to them. Behind the panels are a Blaster and two Blaster Rifles. Two more Blasters are on the floor at the south side of the room.

The Strange Temple

To enter this secret level, get the Temple in a Bottle from area 2 and then use the bottle like a potion. Although the temple does contain a Blaster Guy or two, it's mostly full of peasants whose names often correspond to the names found in *Might and Magic VII's* list of credits. The larger part of the dungeon bears a striking likeness to the New World Computing office complex.

Fig. 6-53. The Strange Temple



Trap Value:	2
Steal Value:	10
Perception Value:	2
Creatures:	Blaster Guy
	Human Peasants

Strange Temple Locations

Area	*Notes*
T1	Entrance
T2	Switches
T3	Altar
T4	Teleporter to T5
T5	Teleport Destination from T4
T6	Teleporter to T4
T7	Blaster Guy
T8	Potion Machines

Switches

This bank of switches open doors throughout the smaller dungeon area, giving access to more rooms with treasure.

Altar

The door just north of the altar opens when you click on the altar.

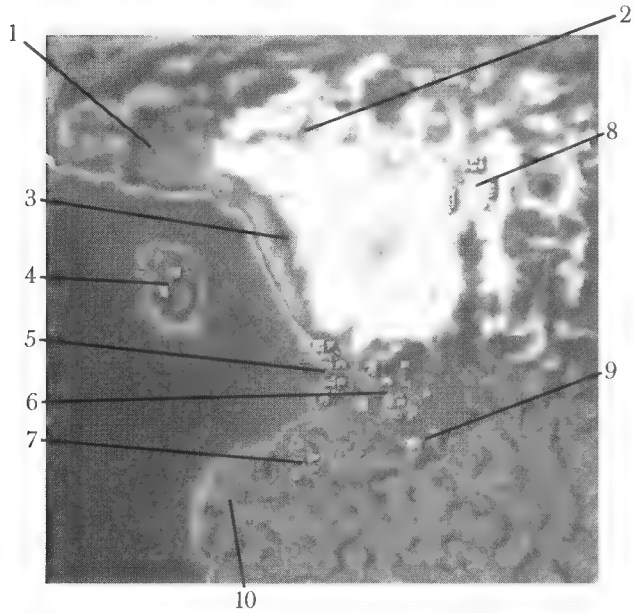
Potion Machines

These chests dispense empty potion bottles for 50 gold each.

Tatalia

Tatalia is a frontier region of the human kingdom and is governed by your early benefactor, Lord Markham. One main line quest takes place here, the Path of Light, Clear Out the Tatalia Vampires quest (Celeste).

Fig. 6-54. Tatalia



Trap Value:	16
Steal Value:	5
Perception Value:	16
Creatures:	Archers
	Trolls
	Human Peasants

Tatalia Locations

Area	*Name*	*Notes*
1	Obelisk	–
2	Wromthrax's Cave (map follows)	Quest Action: Slay Wromthrax
3	Altar	Quest Action: Visit Three Druid Temples
4	Tidewater Caverns (map follows)	Quest Item: Map to Evenmorn Island

Tatalia Locations Continued

Area	*Name*	*Notes*
4	Alloyed Armor and Shields	Armorer
4	Alloyed Weapons	Weapon shop
4	Chest	Quest Item: Golem Right Arm
5	Breman Residence	Teacher: Grand Master Mind Magic
5	Riverstone House	Teacher: Expert Spirit Magic
5	Stormeye's House	Teacher: Expert Air Magic
5	Greydawn Residence	Teacher: Expert Spear
5	The Loyal Mercenary	Tavern
5	The Depository	Bank
5	Narwhale	Boat
5	Pedestal	Stone Skin
6	Wine Cellar (map follows)	Quest Action: Clear Out the Tatalia Vampires
6	Visconti Residence	Quest: Collect Three Paintings
6	Sampson Residence	Membership: Mind Guild
6	Calindra's Home	Buys: Enrothian Wine. Sells: Sand.
6	Fist's House	Teacher: Grand Master Dagger
6	Redding Residence	Teacher: Expert Fire Magic
6	Rotham's House	Teacher: Master Mace
6	Arin Residence	Teacher: Expert Sword
6	Brother Bombah's	Teacher: Master Body Magic
6	The Order of Tatalia	Temple
6	Dry Saddles	Stables
6	Stable Troths	Disease
6	Fountain	+2 Speed, permanent. Works once per character
6	Fountain	+20 Air Resistance, temporary
6	Pedestal	Heroism
7	Taren's House	Teacher: Expert Disarm Trap
7	Moore Residence	Teacher: Master Repair Item
7	Tricia's House	Teacher: Expert Chain
7	Steele Residence	Teacher: Expert Armsmaster
7	Everil's House	Teacher: Grand Master Stealing
8	The Mercenary Guild (map follows)	Quest Item: The Heart of the Forest
8	Isram's House	Teacher: Master Shield
8	Weldric's House	Teacher: Expert Plate
8	Stonecleaver Residence	Teacher: Grand Master Axe
8	Vander's Blades and Bows	Weapon shop

Tatalia Locations Continued

Area	*Name*	*Notes*
8	The Missing Link	Armorer
8	Training Essentials	Training hall
8	Fountain	+20 Armor Class, temporary
9	Lord Markham's Manor (map follows)	Quest Item: Vase. Quest Action: Bring Letter to Lord Markham
10	Shrine	Quest Action: Place Statues on Shrines

Quest

Collect Three Paintings (Secondary)

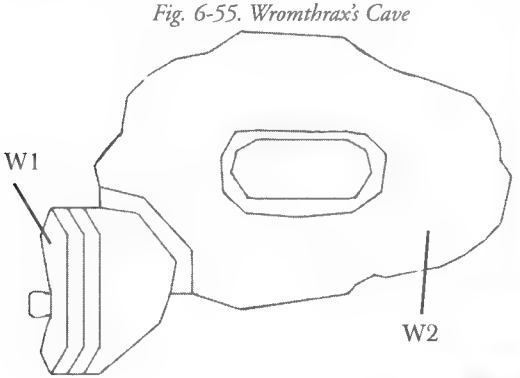
Ferdinand Visconti (area 6) asks you to collect three paintings for him–portraits of Roland and Archibald Ironfist and one of an Angel Statue. The Angel Statue Portrait is hanging in the Haunted Mansion in the Barrow Downs. It's on the wall in the master bedroom at H2. Roland and Archibald's paintings are in the far more dangerous Castle Gryphonheart, at G3 and G5 respectively. To recover these pictures, you'll have to fight your way through most of the castle passageways past several very tough Champions of the Sword.

Indoor and Dungeon Areas

Wromthrax's Cave

Sir Charles Quixote in Erathia sends you on the Paladin Crusader promotion quest, Slay Wromthrax. Wromthrax, a Blue Dragon, lives in this cave. This dungeon is really just a large chamber for you to fight Wromthrax in.

Fig. 6-55. Wromthrax's Cave



Trap Value:	20
Steal Value:	10
Perception Value:	20
Creatures:	Wromthrax

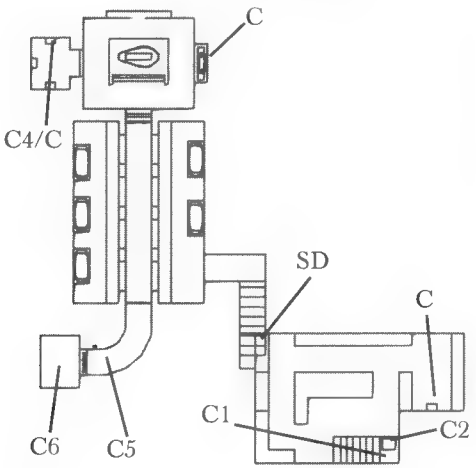
Wromthrax's Cave Locations

Area	*Notes*
W1	Entrance
W2	Wromthrax

Wine Cellar

A clan of Vampires is hiding in the cellar of this small house located in the center of the larger Tatalia village. The Clear Out the Tatalia Vampires quest (Celeste) brings you to this small dungeon. To complete the quest, you must slay all of the creatures in the cellar.

Fig. 6-56. Wine Cellar



Trap Value:	26
Steal Value:	10
Perception Value:	26
Creatures:	Vampires
	Bats
	Necromancers

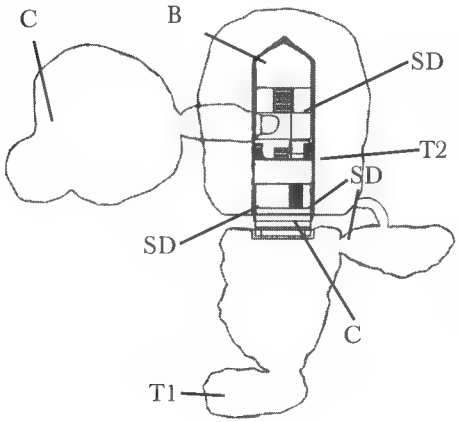
Wine Cellar Locations

Area	*Notes*
C1	Entrance
C2	Wall Panel
C3	Altar Switch (opens door to C4)
C4	Treasure Room
C5	Wall Switch (opens door to C6)
C6	Cell
C	Chest
SD	Secret Door

The Tidewater Caverns

The local pirates have dry-docked a ship in these natural caverns and turned them into a base of operations. The main reason to enter these caverns is to get the Map to Evenmorn Island from the chest at T2. This is the quest item for the Cleric Priest promotion quest, Find Map to Evenmorn Island (Deyja). If you're having trouble with the creatures in the caverns, don't jump off the ship's deck. Many Skeletons and Ghosts patrol the area below.

Fig. 6-57. The Tidewater Caverns



Trap Value:	18
Steal Value:	10
Perception Value:	18
Creatures:	Ghosts
	Thieves
	Skeletons

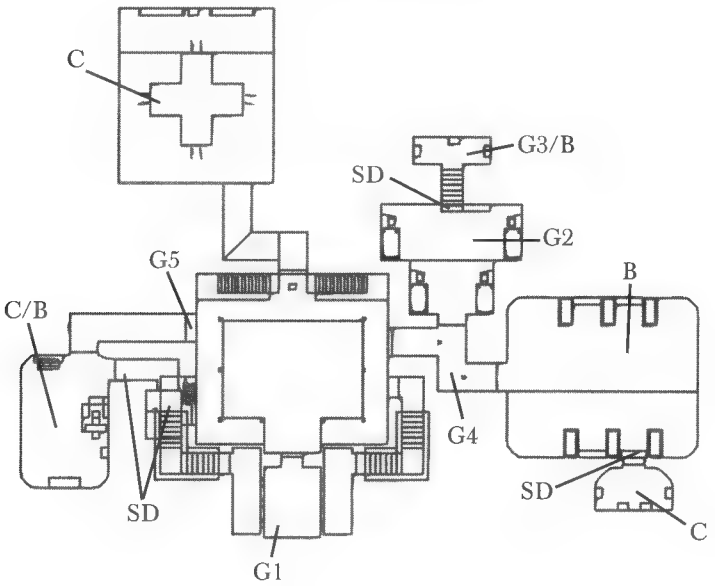
Tidewater Caverns Locations

Area	*Notes*
T1	Entrance
T2	Chest with Map to Evenmorn Island
C	Chest(s)
B	Barrel(s)
SD	Secret Door

The Mercenary Guild

If you receive the Mercenaries Collect a Debt event in Harmondale, you'll be sent to talk to the leaders at the Mercenary Guild. If you meet their demands to steal a tapestry from your allies, you must get the tapestry and return here. You also can find the Heart of the Forest quest item needed for the Ranger Lord promotion quest, Return the Heart of the Forest to the Oldest Tree (Bracada Desert).

Fig. 6-58. The Mercenary Guild



Trap Value:	22
Steal Value:	10
Perception Value:	22
Creatures:	Bandits
	Archers
	Champions of the Sword

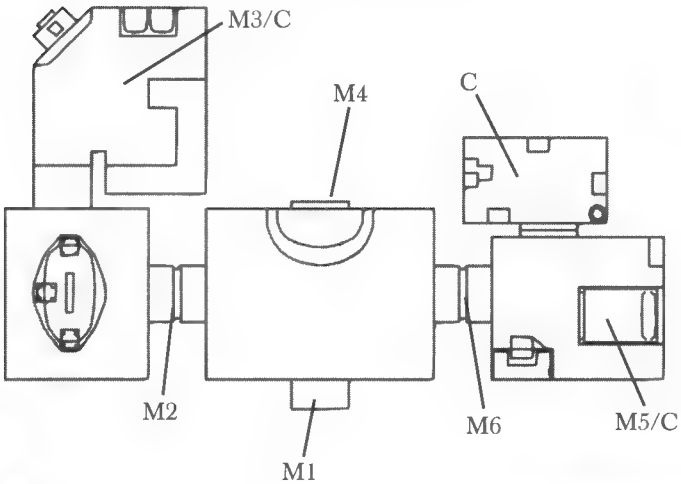
Mercenary Guild Locations

Area	*Notes*
G1	Entrance
G2	Barracks
G3	Chest with the Heart of the Forest
G4	Poison Trap
G5	Trapped Door
C	Chest(s)
B	Barrel(s)
SD	Secret Door

Lord Markham's Manor

Lord Markham's Manor is normally a safe place, as long as you don't go past the guards at M2 and M6. Unfortunately, the Rogue promotion quest, Steal Lord Markham's Vase (Erathia), takes you right past M2. You also must come here to complete the Deliver a Letter to Lord Markham quest, also received in Erathia.

Fig. 6-59. Lord Markham's Manor



Lord Markham's Manor Locations

Area	*Notes*
M1	Entrance
M2	Guarded Door
M3	Room with Vase
M4	Lord Markham's Throne Room
M5	Bedroom
M6	Guarded Door
C	Chest(s)
B	Barrel

Bedroom

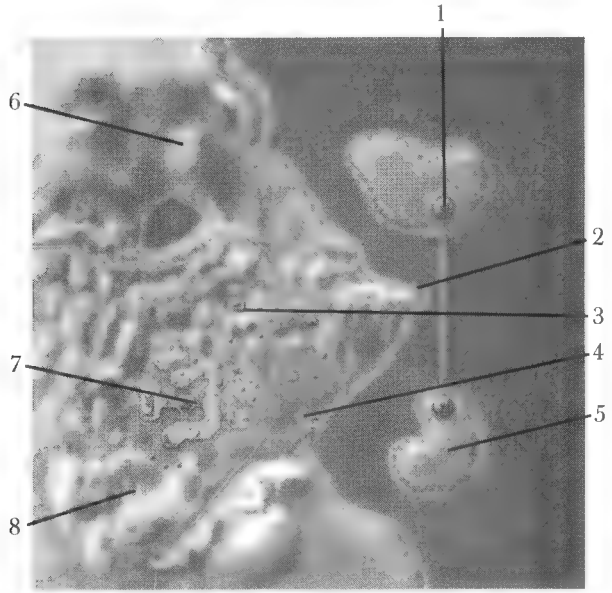
There's a button on the east side of the desk in the southwest corner of this room. Click the button to open the door at the north end of the room.

Trap Value:	20
Steal Value:	10
Perception Value:	20
Creatures:	Champions of the Sword
	Swordsmen

The Tularean Forest

The Tularean Forest is the capital region of the Elf kingdom ruled by King Parson from Castle Navan. The islands off the west shore are controlled by a rogue Necromancer, Clanker. The Tularean Forest itself is ancient and magical. The Trees of the forest will be angry and attack you until you complete the Return the Heart of the Forest to the Oldest Tree quest.

Fig. 6-60. The Tularean Forest



Trap Value:	8
Steal Value:	3
Perception Value:	8
Creatures:	Trees
	Elven Warriors
	Soldiers

Tularean Forest Locations

Area	*Name*	*Notes*
1	Clanker's Lab (map follows)	Quest Action: Lower the Shield in Clanker's Lab
2	Attribute Challenge	–
3	Obelisk	–
3	Dotes Residence	Teacher: Master Perception
3	Blueswan Home	Teacher: Grand Master Identify Item
4	Anthony Green	Quest: Visit Three Druid Temples
4	*Sea Sprite*	Boat
4	Hu's Stallions	Stables
4	Fountain	200 gold if less than 200 in party and 100 in bank
5	The Oldest Tree	Quest Action: Return the Heart of the Forest to the Oldest Tree
6	Tularean Caves (map follows)	Quest Action: Rescue Loren Steel

Tularean Forest Locations Continued

Area	*Name*	*Notes*
7	Castle Navan (map follows)	Quest: Steal the Fort Riverstride Plans
7	Miyon's Home	Teacher: Grand Master Leather
7	Suretrail Home	Teacher: Expert Bow
7	Silverpoint Residence	Teacher: Master Spear
7	Bith Residence	Teacher: Expert Chain
7	Benjamin's Home	Teacher: Grand Master Spirit Magic
7	Stonewright Residence	Teacher: Master Earth Magic. Membership: Earth Guild.
7	Weatherson's House	Teacher: Expert Merchant
7	Black House	Teacher: Expert Identify Monster
7	Ottin House	Teacher: Expert Dagger. Quests: Place Statues on Shrines, Put Zokarr's Bones in Zokarr's Tomb.
7	Sower Residence	Quests: Enter the Faerie Mound, Collect 10,000 in Bounties
7	Kerrid Residence	Buys: Griffin Feathers. Sells: Tularean Wood. Quest: Deliver a Letter to the Faerie King.
7	Willowbark Home	Teacher: Expert Alchemy
7	Fiddlebone Residence	Teacher: Expert Disarm Trap
7	Adept Guild of Earth	Earth Magic spells
7	Adept Guild of Water	Water Magic spells
7	Master Guild of Fire	Fire Magic spells
7	Master Guild of Air	Air Magic spells
7	Natural Magic	Magic shop
7	The Bubbling Cauldron	Alchemist
7	Pierpont Town Hall	Town hall
7	Nature's Stockpile	Bank
7	Nature's Remedies	Temple
7	The Proving Grounds	Training hall
7	Buckskins and Bucklers	Armorer
7	Hunter's Lodge	Weapon shop
7	Emerald Inn	Tavern
7	Fountain	+50 Earth Resistance, temporary
7	Pedestal	Earth Resistance
8	Whitecap Residence	Teacher: Expert Water Magic. Membership: Water Guild
8	Windsong Residence	Teacher: Expert Air Magic. Membership: Air Guild
8	Treasurestone Residence	Teacher: Expert Fire Magic. Membership: Fire Guild.
8	Pedestal	Shield
8	Shrine	+10 Fire and Air Resistance, permanent. Works once per character.

Quests

Steal the Fort Riverstride Plans (Main Line)

If you visit King Parson (Castle Navan, N6) during the Elf-Human War (see Story Line in Chapter 5), he'll ask you to steal the plans to Fort Riverstride in Erathia and bring them to him within a month.

This quest can only be completed during the mid to early part of the game, so you'll probably find the Swordsmen, Soldiers, and Archers that guard the fort to be tough opponents. You can avoid several battles by entering the fort through the Hidden Entrance accessible next to the river that runs under the fort. To get to the high ledge next to this door, you will need either the Fly spell or two Jump spells. If you use the Jump spells, position yourself under the door facing the steep embankment leading up to it. Cast Jump twice in rapid succession, pressing yourself against the embankment between each jump. This can be a bit tricky, so you should probably save your game before attempting it, especially if you're using scrolls to accomplish the task.

The Riverstride Plans scroll you need is hidden behind the painting of Queen Catherine at Fort Riverstride, F2. Click on the painting to reveal the scroll sitting in its concealed chamber.

The real challenge in this quest is getting the scroll back to Parson within the allotted time. It takes 10 days, each way, to travel from the fort to Castle Navan. That doesn't leave a lot of time for dallying about. Make sure that you've taken care of any time-consuming business, like training or learning skills, before you go visit Parson.

Visit Three Druid Shrines (Promotion: Great Druid)

Anthony Green (area 4) sends you out to visit three druid shrines in Tatalia, Evenmorn Island, and Avlee, respectively. These shrines are the ones that look like small Stonehenge stone circles with a water-filled altar in the center. To visit a shrine, you must click on its altar. The temple locations are noted on the Tatalia, Evenmorn Island, and Avlee region maps. To reach Evenmorn Island, you must first complete the Find Map to Evenmorn Island quest (Deyja). Before that quest is completed, there's no way to get to the island. Afterwards, you can reach it by boat.

Put Zokarr's Skull in Zokarr's Tomb (Promotion: Arch Druid)

Before Anthony Green will give you this quest, you must be on the Path of Light and have completed the Visit Three Druid Shrines quest. By the time you receive this quest, your party should be tough enough that it won't be difficult to complete. Green asks you to find the Skull of a former Dwarf king, Zokarr, and put them in Zokarr's Tomb.

First, you must recover Zokarr IV's Skull from its location in the Nighon Tunnels, N4. You reach the Nighon Tunnels from the lower level of Stone City in the Barrow Downs. After that, return to the Barrow Downs, enter the Barrow Dungeons, and bring the Skull to the sarcophagus in Zokarr's Tomb (B15). Click on the tomb to put the skull inside. Return to Green and you're done.

Enter the Faerie Mound (Promotion: Hunter)

Ebednezer Sower (area 7) sends you to find the secret of entering the Faerie Mound in Avlee. To complete this quest, you must enter the Hall under the Hill in Avlee and talk to the Faerie King. When you enter this dungeon, it first appears to be nothing more than a large chamber containing a grassy mound (Hall under the Hill, H2). To reach the Faerie King, simply circle the mound three times. A short tunnel going in to the mound will appear. When you enter it, the Faerie King will appear to you and reward you with the rank of Hunter. To leave the hall, you must travel to the end of the tunnel, and go down and then up the elevator there.

Collect 10,000 in Bounties (Promotion: Bounty Hunter)

You must complete the Enter the Faerie Mound quest and be on the Path of Dark before Ebednezer Sower (area 7) will give you this quest. To complete it, you must collect 10,000 gold in bounty rewards from any combination of town halls. As explained in Chapter 3, each town hall offers a bounty on a specific creature each month. To collect the bounty, you must visit the hall, find out what the bounty creature is, go kill one or more of those creatures, and return to the hall before the end of the month. The tougher the creature, the more the bounty reward. The earlier in the month you go and check in at a town hall, the longer you have to complete the task.

After you've collected enough bounty reward money, return to Sower to receive your promotion.

Deliver a Letter to the Faerie King (Secondary)

Johann Kerrid asks you to deliver a letter to the Faerie King in the Hall under the Hill. To reach the Faerie King, follow the directions for the Enter the Faerie Mound quest above. When you talk to the king, he'll take the letter, and give you Faerie Pipes to return to Kerrid. He'll also take all of your food. You can buy more food in Avlee or take it from the fruit trees located deeper in the Hall under the Hill.

To finish the quest, bring the pipes back to Kerrid.

Place Statues on Shrines (Secondary)

Thom Lumbra (area 7) asks you to find three statuettes and place them on shrines located in the Bracada Desert, Tatalia, and Avlee. The Knight Statuette is in the Grand Temple of the Sun (Grand Temple of the Sun, S5), and the Eagle Statuette is in the Grand Temple of the Moon (Grand Temple of the Moon, M2). Both temples are on Evenmorn Island. To obtain a boat to reach the island, you must first complete the Find the Evenmorn Island Map quest (Deyja). The Angel Statuette is in the Maze (The Maze, M5) in Mount Nighon. All these dungeons are very tough, so your party will need to be very tough before you go get the statues.

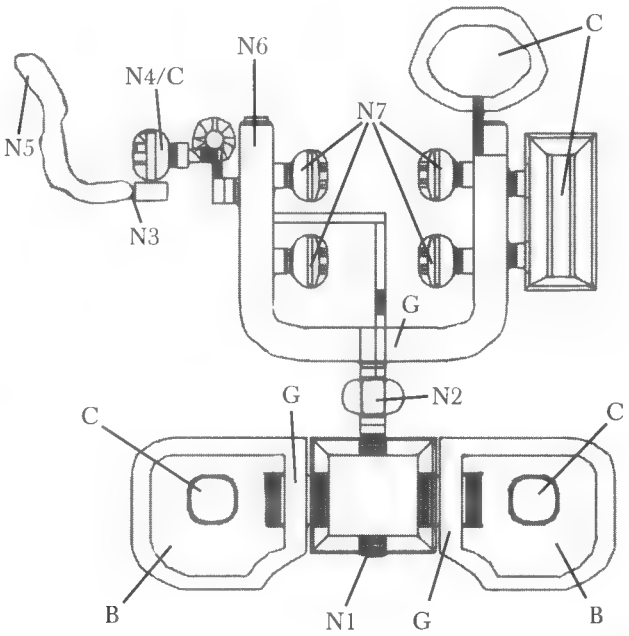
After you get the statues, carry them to the shrines indicated on the Bracada Desert, Tatalia, and Avlee maps. To place the statues, click on the shrine altars. The Angel Statuette goes in the Bracada shrine, the Eagle Statuette goes in the Tatalia shrine, and the Knight Statuette goes in the Avlee shrine. After you place the statuettes, return to Lumbra for your reward.

Indoor and Dungeon Areas

Castle Navan

King Parson rules the Elven kingdom from Castle Navan. During the Elf-Human War (see Chapter 5), he'll give you the Steal the Fort Riverstride Plans quest. The castle isn't involved in any other game quests. If you're on the Path of Dark, the castle creatures will all be hostile to you. Otherwise, you have to pass one of the guards into a restricted zone or attack a friendly creature to turn the castle against you.

Fig. 6-61. Castle Navan



Trap Value:	12
Steal Value:	10
Perception Value:	12
Creatures:	Elven Warriors
	Elven Archers
	Dragonflies

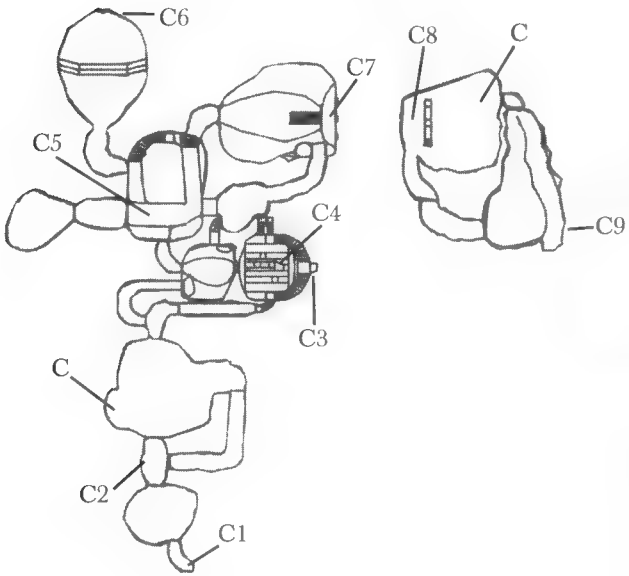
Castle Navan Locations

Area	*Notes*
N1	Entrance
N2	Elevator
N3	Door to Tularean Caves Passage
N4	Door
N5	Passage from the Tularean Caves, C1
N6	King Parson's Throne Room
N7	Library
C	Chest(s)
B	Barrel(s)
G	Guard

The Tularean Caves

Loren Steel, the agent who Queen Catherine sends you to rescue (Rescue Loren Steel, Erathia) is being held prisoner in these caves. The caves are full of Elven Warriors, Wyverns, and Troglodytes. All of these creatures will be hostile to you, but they also fight each other. If you take advantage of this fact, you can fight most of your battles in this dungeon against small forces of pre-wounded foes.

Fig. 6-62. The Tularean Caves



Trap Value:	8
Steal Value:	10
Perception Value:	8
Creatures:	Elven Warriors Wyverns Trogloydytes

The Tularean Caves Locations

Area	Notes
C1	Exit to Castle Navan, N5
C2	Push Block Trap
C3	Entrance to the Tularean Forest, area 6
C4	Jump Blocks
C5	Invisible Bridge
C6	Button (turns on C7)
C7	Three Teleporter Gates
C8	Three Elevators
C9	Loren Steel
C	Chest(s)

Jump Blocks

It's possible to reach the door on the west side of this room by jumping from block to block across the pit in the center of the room.

Invisible Bridge

This pit is crossed by a north-to-south invisible bridge directly in front of the south doorway.

Three Teleporter Gates

On the east side of this room are three teleporter gates. You must press the button at C6 to activate them. The southernmost gate will teleport you to C8. The other two will teleport you to random locations in the dungeon.

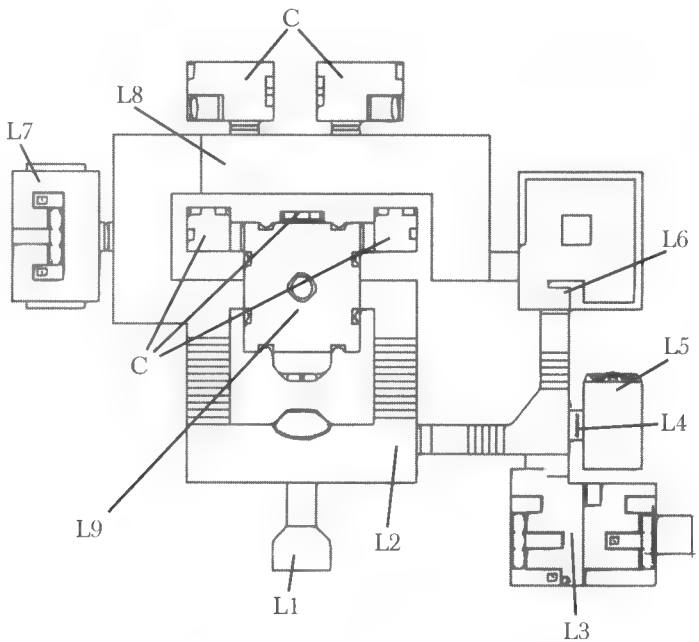
Loren Steel

Steel's cell is at the top of this ramp. Click on the door to release him.

Clanker's Lab

The Path of Dark main line quest, Lower the Shields in Clanker's Lab, brings you to this tough dungeon late in the game. Although the quest doesn't require you to clear the dungeon out, you should consider ransacking the labs at L7 and L3–they're loaded with high-level potion treasures, including a good number of Black Potions.

Fig. 6-63. Clanker's Lab



Trap Value:	28
Steal Value:	10
Perception Value:	28
Creatures:	Gogs
	Golems
	Beholders

Clanker's Lab Locations

Area	*Notes*
L1	Entrance
L2	One-Way Door (opens from east only)
L3	Lab One
L4	Cell Door
L5	Shield Control Panel
L6	Book Switch
L7	Lab Two
L8	Blade Trapped Hall
L9	Room with Pit
C	Chest(s)

Lab Two

When you enter this lab, the chamber at the east end of the room opens, freeing the Evil Eye Beholder inside. This Evil Eye is carrying Clanker's Amulet–a powerful artifact.

Cell Door

A switch on the corridor wall next to this door opens it.

Shield Control Panel

At the north end of this room is a panel with an eye over it. If you're on the Lower the Shields in Clanker's Lab quest, you can turn off the shields by clicking on the panel. The eye should go dark when you do this.

Book Switch

The door at the south end of this room is opened by a switch disguised as a book on this bookshelf. You can identify the book because it'll be sticking out from the top shelf.

Blade Trapped Hall

When you step on hidden plates in this hall, two Blade spell missiles will fire down the hall. You can avoid them by hugging the north or south wall.

Room with Pit

This room is actually two floors connected by the pit in the center. The three chambers at the north end of the room contain chests. The chests in the northwest and northeast chambers have particularly good treasure. To open the chamber doors, press the button on the south wall of the upper floor, jump down the pit, and then go back up the stairs to the upper floor.

Chapter 7
Creatures and NPCs

This chapter contains a discussion of all of Might and Magic VII's creatures and non-player characters (NPCs). Creatures are all the monsters and humanoids that you'll encounter as you travel around Erathia. When you talk to some creatures, they'll offer to hire themselves into your party. Creatures you hire are NPCs. NPCs traveling with your party confer certain benefits to you. The specific benefits gained depends on the NPCs occupation. In exchange for their services, NPCs typically charge an up-front hiring fee and then take a percentage of any gold you find. They don't participate in combat and don't receive attacks.

Creature Attributes

Hit Points and Armor Class

Each creature has Hit Point and Armor Class ratings. For your characters, creature Hit Point ratings indicate how much damage they can take. Unlike your party members who merely become unconscious at zero Hit Points, creatures die when their Hit Points reach zero. Creatures regain lost Hit Points when your party leaves the current map. Armor Class functions the same for creatures as it does for your characters.

Experience

Each time your party kills a creature, it gains experience points equal to the creature's Experience rating. Experience is divided among the ambulatory members of your party.

Treasure

When you search the bodies of slain creatures, you may or may not find gold or items. The amount of gold found on each creature, and the chance of it having an item, is listed in the creature tables that follow. When you search a slain creature with gold, the amount of gold your party receives is determined randomly. Treasure items are listed with a percent chance that searching a creature will turn up an item of a given type and level. In other words, if a creature has "10d10 gold, 10% Level 4 Ring" listed as their treasure, searching them will give you between 10 and 100 gold, and there's a 10 percent chance that you'll get a random, level 4 ring. See Chapter 8 for an explanation of item levels.

Fly

For this attribute in the creature table, a *Yes* indicates that a creature can fly and a *No* indicates it can't. You have to be particularly careful when approaching or fighting flying creatures because they can move over terrain obstacles to approach you from unexpected angles. If you're being attacked by flyers, be sure to look up occasionally to keep track of those attacking from above.

Movement Limit

When you enter a new map, the creatures that live there start at a spawning location set by the map's designer. They stay there until your party nears, at which point they're activated. Activated creatures begin to wander an area

surrounding their spawning location. How far they can move from this point is set by their Movement Limit, which may be short, medium, long, or free. Creatures can't travel through closed doors or teleporter gates. Activated creatures with a free Movement Limit may move anywhere on the current map they can reach.

Speed

Each creature has a Speed rating of 100 to 400. The higher the rating, the faster the creature moves. When creatures become hostile, their Speed doubles. For example, if your party has a Speed of 384 when walking, it will be 768 when running. This means that most creatures will be able to catch up to your party if you retreat from them, unless you run.

AI Type

As explained in Chapter 3, creatures may run away from the party when they receive a certain percentage of damage. At what point a creature will flee is determined by its AI (Artificial Intelligence) type.

Table 7-1. AI Type

AI Type	*Effect*
Wimp	Creature will run away from the party if it becomes hostile.
Normal	Creature will run when its Hit Points are reduced to 20%.
Aggressive	Creature will run when its Hit Points are reduced to 10%.
Suicidal	Creature will fight to the death.

Recovery

Each creature has a Recovery rating that determines how often the creature can perform attacks or other actions. For comparison, your party members have a base Recovery rating of 60 when making dagger attacks, and 90 when making sword attacks. These base Recovery rates can be reduced by spell, attribute, and skill effects.

Targeting

Some creatures have particular enmity against characters of a given class, race, and/or gender. Others have attacks that strike more than one character at once. These features are indicated under each creature's Targeting according to the following key.

Targeting Key

None	Creature has an equal chance of targeting each character.
2-4	Creature's attacks target two, three, or four party members at once.
A	Archer
C	Cleric
D	Druid
E	Elf
G	Goblin
H	Human
K	Knight
M	Monk
O	Female
P	Paladin
R	Ranger
S	Sorcerer
T	Thief
W	Dwarf
X	Male

Attacks

Creatures may have up to four attack types: a default attack, a secondary attack, and one or two spell attacks. Secondary and spell attacks have an attack percentage listed that indicates how frequently the creature performs them. If a creature performs a spell attack that has a duration (like Shield), it will wait until the spell has dissipated before casting it again. During this time, the percent chance that the creature had for casting the spell attack will be added to the chance that the creature will perform its default attack. Each spell attack is listed with the type of spell cast, and the expertise and skill at which the creature casts it.

An attack's *type* refers to what kind of damage the attack does and therefore what kind of resistance characters will apply against it. For example, if a creature's attack does Fire damage, a character's Fire resistance score will give them a chance to take reduced damage. Your characters have no resistance against Energy attacks.

Creatures with missile attacks can use them at either long or hand-to-hand range. Creatures without missile or spell attacks must close to hand-to-hand range before attacking in combat.

Bonus Attack Effects

Some creatures have bonus attack effects that have a chance of affecting your characters. When one of these creatures hits with a normal attack, a check is made against the struck character's appropriate resistance statistic. If the

character fails to resist against the attack, the effect is immediately applied. A complete list of the various attack effects that may be applied to characters can be found in Chapter 3 in the Character States section.

Some creature attacks have a chance to steal or break items carried by the target character. The Break Armor and Break Weapon bonus attacks target the character's currently equipped armor or weapon, while the Break Item bonus targets a random item he or she carries or has equipped. The chance that a given item breaks is determined by its Material Toughness rating (see the next chapter). The Steal bonus attack removes a random item from the target character's backpack. If a creature steals an item from you, you will find it on the creature's body after you kill it.

Special Actions or Attacks

Some creatures may perform special actions or have attacks with special characteristics.

Shots x2 and Shots x3

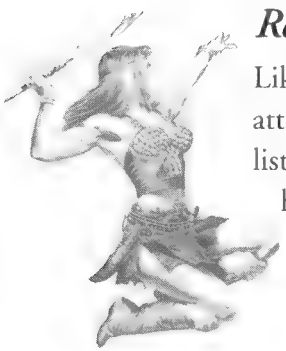
The missile attacks of creatures with the Shots x2 or Shots x3 special attack fire multiple projectiles when they make ranged attacks. These projectiles are fired in a spread pattern, which makes them more difficult to dodge in real-time combat. Creatures with multi-shot attacks make them five percent of the time.

Explode

Creatures with the Explode special blow up when they die, damaging all nearby creatures and party members. This tactic can be particularly dangerous to your party when these creatures perform gang attacks, because the death of one creature can set off a chain reaction.

Summon

Some creatures can summon reinforcements. Five percent of the time, creatures with this special action will call an ally rather than perform other actions.



Resistance Ratings

Like your characters, monsters may have resistance to various types of magical attack damage. For each creature, resistance ratings for each type of attack is listed as either a number or as Immune. Creatures with resistance ratings of zero have no resistance to that type of attack. An Immune resistance rating means that the creature will receive no damage from that form of attack.

Otherwise, the numbered resistance rating is applied by the following formula:

1. The creature's resistance rating against the particular type of attack is added to 30.
2. A random number is determined between 1 and the value from the previous step.
3. If the random number is greater than 30, then the creature has successfully resisted the attack. Otherwise the creature takes full damage.
4. If the creature resisted, it gets a second resistance check. If it fails that, it takes half damage.
5. If the creature succeeds on the second check, it gets a third check. If the creature succeeds, it takes one-eighth damage, otherwise it takes one-quarter damage.

Creature Tables

Angels

Angel

Hit Points:	180
Armor Class:	25
Experience:	1,200
Treasure:	50d20 gold, 5% Level 4 Sword
Fly:	Yes
Movement Limit:	Free
Speed:	250
AI Type:	Aggressive
Recovery:	60
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	2D8 + 10	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 8 Master Light Bolt:	30%
2	Level 8 Master Dispel Magic	20%

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	30
Spirit:	15
Body:	30
Light:	Immune
Dark:	10
Physical:	20

Angel Lord

Hit Points:	400
Armor Class:	35
Experience:	3,000
Treasure:	75d20 gold, 10% Level 5 Sword
Fly:	Yes
Movement Limit:	Free
Speed:	275
AI Type:	Aggressive
Recovery:	50
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	2d8 + 15	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 12 Master Light Bolt	30%
2	Level 12 Master Day of Protection	50%

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	40
Spirit:	15
Body:	40
Light:	Immune
Dark:	10
Physical:	20

Archangel	
Hit Points:	700
Armor Class:	45
Experience:	5,600
Treasure:	100d20 gold, 15% Level 6 Sword
Fly:	Yes
Movement Limit:	Free
Speed:	300
AI Type:	Suicidal
Recovery:	40
Targeting:	2
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d8 + 20	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 16 Grand Master Light Bolt	30%
2	Level 16 Grand Master Hour of Power	50%

Resistances	
Fire:	40
Air:	40
Water:	40
Earth:	40
Mind:	50
Spirit:	15
Body:	50
Light:	Immune
Dark:	10
Physical:	20

Archers

Archer	
Hit Points:	35
Armor Class:	14
Experience:	171
Treasure:	3d20 gold, 5% Level 1 Bow
Fly:	No
Movement Limit:	Short
Speed:	140
AI Type:	Normal
Recovery:	90
Targeting:	AR
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d6+2	Yes
2	10%	Fire	3d6+2	Yes

Spell	Type	Attack%
1	–	–
2	Level 4 Normal Shield	50%

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	5

Bowman	
Hit Points:	93
Armor Class:	16
Experience:	551
Treasure:	6d20 gold, 5% Level 2 Bow
Fly:	No
Movement Limit:	Short
Speed:	150
AI Type:	Aggressive
Recovery:	90
Targeting:	AR
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d6+3	Yes
2	10%	Fire	4d6+3	Yes

Spell	Type	Attack%
1	Level 4 Expert Lightning Bolt	20%
2	Level 8 Expert Shield	50%

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	15
Spirit:	10
Body:	15
Light:	0
Dark:	0
Physical:	10

Elite Archer

Hit Points:	171
Armor Class:	22
Experience:	1,131
Treasure:	10d20 gold, 10% Level 3 Bow
Fly:	No
Movement Limit:	Short
Speed:	160
AI Type:	Aggressive
Recovery:	80
Targeting:	AR
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d7+3	Yes
2	15%	Fire	4d7+3	Yes

Spell	Type	Attack%
1	Level 8 Expert Lightning Bolt	20%
2	Level 12 Master Shield	50%

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	20
Spirit:	10
Body:	20
Light:	0
Dark:	0
Physical:	15

Bandits

Robber

Hit Points:	30
Armor Class:	12
Experience:	144
Treasure:	3d20 gold, 5% Level 1 Leather
Fly:	No
Movement Limit:	Long
Speed:	200
AI Type:	Normal
Recovery:	100
Targeting:	E
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d4+1	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	5

Raider

Hit Points:	61
Armor Class:	14
Experience:	336
Treasure:	5d20 gold, 5% Level 2 Leather
Fly:	No
Movement Limit:	Long
Speed:	220
AI Type:	Aggressive
Recovery:	90
Targeting:	E
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d4+5	No
2	–	–	–	–

Spell	Type	Attack%
1	–	
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	15
Spirit:	10
Body:	15
Light:	0
Dark:	0
Physical:	10

Bandit	
Hit Points:	114
Armor Class:	16
Experience:	704
Treasure:	10d20 gold, 10% Level 3 Leather
Fly:	No
Movement Limit:	Medium
Speed:	240
AI Type:	Aggressive
Recovery:	80
Targeting:	E
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d4+10	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	20
Spirit:	10
Body:	20
Light:	0
Dark:	0
Physical:	15

Bats

Giant Bat	
Hit Points:	9
Armor Class:	5
Experience:	39
Treasure:	None
Fly:	Yes
Movement Limit:	Free
Speed:	280
AI Type:	Normal
Recovery:	50
Targeting:	None
Special Action:	None
Attack Bonus:	Disease 1

Attack	Attack%	Type	Damage	Missile
1	–	Physical	1d3	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Vampire Bat	
Hit Points:	21
Armor Class:	8
Experience:	96
Treasure:	5% Level 1 Ring
Fly:	Yes
Movement Limit:	Free
Speed:	300
AI Type:	Normal
Recovery:	50
Targeting:	None
Attack Bonus:	Disease 1

Attack	Attack%	Type	Damage	Missile
1	–	Physical	1d3+2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Inferno Bat

Hit Points:	35
Armor Class:	10
Experience:	171
Treasure:	5% Level 2 Ring
Fly:	Yes
Movement Limit:	Free
Speed:	320
AI Type:	Aggressive
Recovery:	50
Targeting:	None
Special Action:	None
Attack Bonus:	Disease 1

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d3+2	No
2	15%	Fire	3d2	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Behemoth

Young Behemoth

Hit Points:	337
Armor Class:	35
Experience:	2,475
Treasure:	50d10 gold
Fly:	No
Movement Limit:	Long
Speed:	250
AI Type:	Normal
Recovery:	80
Targeting:	2
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d10+20	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	Immune
Spirit:	0
Body:	30
Light:	15
Dark:	15
Physical:	20

Behemoth

Hit Points:	540
Armor Class:	50
Experience:	4,200
Treasure:	100d10 gold
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	70
Targeting:	2
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d10+30	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	40
Air:	40
Water:	40
Earth:	40
Mind:	Immune
Spirit:	0
Body:	40
Light:	15
Dark:	15
Physical:	25

Ancient Behemoth	
Hit Points:	977
Armor Class:	80
Experience:	8,075
Treasure:	200d10 gold
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	60
Targeting:	3
Special Action:	None
Attack Bonus:	Break Armor

Resistances	
Fire:	50
Air:	50
Water:	50
Earth:	50
Mind:	Immune
Spirit:	0
Body:	50
Light:	15
Dark:	15
Physical:	30

Attack	Attack%	Type	Damage	Missile
1	–	Physical	5d10+40	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Blaster Guy

Blaster Guy	
Hit Points:	880
Armor Class:	80
Experience:	7,200
Treasure:	None
Fly:	No
Movement Limit:	Free
Speed:	240
AI Type:	Suicidal
Recovery:	40
Targeting:	None
Special Action:	Shot x2
Attack Bonus:	Eradicate

Resistances	
Fire:	60
Air:	60
Water:	60
Earth:	60
Mind:	Immune
Spirit:	60
Body:	60
Light:	Immune
Dark:	Immune
Physical:	60

Attack	Attack%	Type	Damage	Missile
1	–	Energy	5d5	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 15 Grand Master Power Cure	33%
2	Level 15 Grand Master Hour of Power	33%

Champions of the Sword

Initiate of the Sword	
Hit Points:	280
Armor Class:	45
Experience:	2,000
Treasure:	10d100 gold, 10% Level 4 Plate
Fly:	No
Movement Limit:	Long
Speed:	250
AI Type:	Normal
Recovery:	80
Targeting:	XK
Special Action:	None
Attack Bonus:	None

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	30
Spirit:	10
Body:	30
Light:	5
Dark:	5
Physical:	20

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d5+20	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 3 Normal Bless	33%
2	Level 3 Normal Heroism	33%

Champion of the Sword

Hit Points:	540
Armor Class:	65
Experience:	4,200
Treasure:	20d100, 10% Level 5 Plate
Fly:	No
Movement Limit:	Medium
Speed:	300
AI Type:	Aggressive
Recovery:	70
Targeting:	XK
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d5+30	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 6 Expert Bless	33%
2	Level 6 Expert Heroism	33%

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	40
Spirit:	10
Body:	40
Light:	5
Dark:	5
Physical:	30

Master of the Sword

Hit Points:	880
Armor Class:	85
Experience:	7,200
Treasure:	40d100 gold, 30% Level 6 Plate
Fly:	No
Movement Limit:	Short
Speed:	350
AI Type:	Agressive
Recovery:	5
Targeting:	XK
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d5+40	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 9 Master Bless	33%
2	Level 9 Master Heroism	33%

Resistances	
Fire:	50
Air:	50
Water:	50
Earth:	50
Mind:	60
Spirit:	10
Body:	60
Light:	5
Dark:	5
Physical:	50

Clerics of the Moon

Acolyte of the Moon

Hit Points:	40
Armor Class:	10
Experience:	200
Treasure:	5d10 gold, 5% Level 2 Mace
Fly:	No
Movement Limit:	Medium
Speed:	160
AI Type:	Normal
Recovery:	90
Targeting:	CP
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d4	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 4 Normal Toxic Cloud	30%
2	–	–

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	0
Body:	5
Light:	0
Dark:	Immune
Physical:	10

Cleric of the Moon

Hit Points:	100
Armor Class:	15
Experience:	600
Treasure:	10d10 gold, 5% Level 3 Mace
Fly:	No
Movement Limit:	Medium
Speed:	180
AI Type:	Normal
Recovery:	90
Targeting:	CP
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d4+4	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 7 Expert Toxic Cloud	30%
2	Level 7 Expert Bless	10%

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	0
Body:	10
Light:	0
Dark:	Immune
Physical:	15

Priest of the Moon

Hit Points:	180
Armor Class:	25
Experience:	1,200
Treasure:	20d10 gold, 10% Level 4 Mace
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	80
Targeting:	CP
Special Action:	None
Attack Bonus:	Eradicate

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d4+8	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 10 Master Shrapmetal	30%
2	Level 10 Grand Master Power Cure	33%

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	0
Body:	15
Light:	0
Dark:	Immune
Physical:	20

Clerics of the Sun

Acolyte of the Sun

Hit Points:	40
Armor Class:	10
Experience:	200
Treasure:	5d10 gold, 5% Level 2 Cape
Fly:	No
Movement Limit:	Medium
Speed:	160
AI Type:	Normal
Recovery:	90
Targeting:	CP
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d4	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 4 Normal Light Bolt	30%
2	–	–

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	0
Body:	5
Light:	Immune
Dark:	0
Physical:	10

Cleric of the Sun

Hit Points:	100
Armor Class:	15
Experience:	600
Treasure:	10d10 gold, 5% Level 3 Cape
Fly:	No
Movement Limit:	Medium
Speed:	180
AI Type:	Normal
Recovery:	90
Targeting:	CP
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	2d4+4	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 7 Expert Mind Blast	30%
2	Level 7 Expert Bless	10%

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	0
Body:	10
Light:	Immune
Dark:	0
Physical:	15

Priest of the Sun

Hit Points:	180
Armor Class:	25
Experience:	1,200
Treasure:	20d10 gold, 10% Level 4 Cape
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	80
Targeting:	CP
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	2d4+8	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 10 Normal Light Bolt	30%
2	Level 10 Grand Master Power Cure	33%

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	0
Body:	15
Light:	Immune
Dark:	0
Physical:	20

Devils

Devil Worker

Hit Points:	180
Armor Class:	25
Experience:	1,200
Treasure:	None
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Suicidal
Recovery:	60
Targeting:	None
Special Action:	None
Attack Bonus:	Disease 2

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	2d6+8	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 6 Expert Fireball	20%
2	–	–

Resistances	
Fire:	Immune
Air:	20
Water:	20
Earth:	20
Mind:	Immune
Spirit:	25
Body:	20
Light:	20
Dark:	20
Physical:	20

Devil Warrior	
Hit Points:	400
Armor Class:	35
Experience:	3,000
Treasure:	None
Fly:	No
Movement Limit:	Medium
Speed:	250
AI Type:	Aggressive
Recovery:	50
Targeting:	None
Special Action:	None
Attack Bonus:	Disease 3

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d6+14	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 8 Expert Fireball	20%
2	Level 8 Master Meteor Shower	15%

Resistances	
Fire:	Immune
Air:	30
Water:	30
Earth:	30
Mind:	Immune
Spirit:	25
Body:	30
Light:	30
Dark:	30
Physical:	30

Devil Captain	
Hit Points:	700
Armor Class:	45
Experience:	5,000
Treasure:	None
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Aggressive
Recovery:	40
Targeting:	None
Special Action:	None
Attack Bonus:	Drain Spell Points to 0

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d6+20	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 12 Master Incinerate	20%
2	Level 12 Master Meteor Shower	15%

Resistances	
Fire:	Immune
Air:	40
Water:	40
Earth:	40
Mind:	Immune
Spirit:	25
Body:	40
Light:	40
Dark:	40
Physical:	40

Dragons

Green Dragon	
Hit Points:	880
Armor Class:	60
Experience:	7,200
Treasure:	25d10 gold + Level 6 item
Fly:	Yes
Movement Limit:	Long
Speed:	240
AI Type:	Aggressive
Recovery:	70
Targeting:	2
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Air	12d8	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	-
2	–	–

Resistances	
Fire:	50
Air:	Immune
Water:	50
Earth:	50
Mind:	50
Spirit:	15
Body:	Immune
Light:	30
Dark:	30
Physical:	50

Blue Dragon

Hit Points:	1,080
Armor Class:	80
Experience:	9,000
Treasure:	300d10 gold + Level 6 item
Fly:	Yes
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	65
Targeting:	3
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Water	14d8	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	50
Air:	50
Water:	Immune
Earth:	50
Mind:	50
Spirit:	15
Body:	Immune
Light:	30
Dark:	30
Physical:	50

Red Dragon

Hit Points:	1,300
Armor Class:	100
Experience:	11,000
Treasure:	400d10 gold + Level 6 item
Fly:	Yes
Movement Limit:	Short
Speed:	300
AI Type:	Aggressive
Recovery:	60
Targeting:	4
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Fire	16d8	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	Immune
Air:	70
Water:	70
Earth:	70
Mind:	70
Spirit:	15
Body:	Immune
Light:	30
Dark:	30
Physical:	70

Mega Dragon

Hit Points:	1,300
Armor Class:	100
Experience:	11,000
Treasure:	None
Fly:	Yes
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	30
Targeting:	4
Special Action:	Summon Red Dragon, Resistance
Attack Bonus:	Eradicate

Attack	Attack%	Type	Damage	Missile
1	–	Energy	20d8	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	Immune
Air:	70
Water:	70
Earth:	70
Mind:	70
Spirit:	15
Body:	Immune
Light:	30
Dark:	30
Physical:	70

Dragonflies

Dragonfly

Hit Points:	6
Armor Class:	4
Experience:	24
Treasure:	3d6 gold
Fly:	Yes
Movement Limit:	Free
Speed:	400
AI Type:	Normal
Recovery:	50
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Fire Dragonfly

Hit Points:	13
Armor Class:	8
Experience:	56
Treasure:	7d6 gold
Fly:	Yes
Movement Limit:	Free
Speed:	350
AI Type:	Normal
Recovery:	50
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d2+1	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 2 Normal Fire Bolt	10%
2	–	–

Resistances	
Fire:	20
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Queen Dragonfly

Hit Points:	30
Armor Class:	12
Experience:	200
Treasure:	10d6
Fly:	Yes
Movement Limit:	Free
Speed:	300
AI Type:	Normal
Recovery:	50
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d2+2	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 4 Normal Fire Bolt	15%
2	–	–

Resistances	
Fire:	50
Air:	Immune
Water:	50
Earth:	50
Mind:	50
Spirit:	15
Body:	Immune
Light:	30
Dark:	30
Physical:	50

Droids

Seeker Droid

Hit Points:	400
Armor Class:	60
Experience:	3,000
Treasure:	None
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Suicidal
Recovery:	50
Targeting:	None
Special Action:	Shot x3
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Energy	10d5+10	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	30
Air:	10
Water:	10
Earth:	30
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	25
Dark:	25
Physical:	20

Sentinel Droid

Hit Points:	700
Armor Class:	80
Experience:	5,600
Treasure:	None
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	50
Targeting:	None
Special Action:	Shot x3
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Energy	12d5+15	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	40
Air:	20
Water:	20
Earth:	40
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	25
Dark:	25
Physical:	30

Assassin Droid

Hit Points:	1,080
Armor Class:	100
Experience:	9,000
Treasure:	None
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	50
Targeting:	None
Special Action:	Shot x3
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Energy	20d5+20	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	60
Air:	30
Water:	30
Earth:	60
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	25
Dark:	25
Physical:	50

Dwarves

Dwarven Soldier

Hit Points:	40
Armor Class:	6
Experience:	200
Treasure:	5d10 gold, 5% Level 1 Axe
Fly:	No
Movement Limit:	Medium
Speed:	160
AI Type:	Normal
Recovery:	70
Targeting:	G
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d2+4	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	20
Water:	20
Earth:	30
Mind:	5
Spirit:	0
Body:	10
Light:	0
Dark:	0
Physical:	30

Dwarven Lieutenant

Hit Points:	100
Armor Class:	12
Experience:	600
Treasure:	20d10 gold, 10% Level 2 Axe
Fly:	No
Movement Limit:	Medium
Speed:	180
AI Type:	Aggressive
Recovery:	80
Targeting:	G
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d2+8	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	30
Water:	30
Earth:	40
Mind:	5
Spirit:	0
Body:	20
Light:	0
Dark:	0
Physical:	40

Dwarven Commander

Hit Points:	180
Armor Class:	20
Experience:	1,200
Treasure:	20d10 gold, 25% Level 3 Axe
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	80
Targeting:	G
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d2+16	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2		

Resistances	
Fire:	30
Air:	40
Water:	40
Earth:	50
Mind:	5
Spirit:	0
Body:	30
Light:	0
Dark:	0
Physical:	50

Elementals, Air

Tempest

Hit Points:	73
Armor Class:	10
Experience:	416
Treasure:	None
Fly:	Yes
Movement Limit:	Free
Speed:	220
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Air	3d6	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 4 Expert Sparks	20%
2	–	–

Resistances	
Fire:	10
Air:	Immune
Water:	10
Earth:	10
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	10

Cyclone

Hit Points:	114
Armor Class:	12
Experience:	704
Treasure:	None
Fly:	Yes
Movement Limit:	Free
Speed:	240
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Air	5d6	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 8 Master Sparks	20%
2	Level 8 Master Lightning Bolt	20%

Resistances	
Fire:	15
Air:	Immune
Water:	15
Earth:	15
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	15

Air Elemental

Hit Points:	207
Armor Class:	14
Experience:	1,419
Treasure:	None
Fly:	Yes
Movement Limit:	Free
Speed:	260
AI Type:	Suicidal
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Air	8d6	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 12 Grand Master Sparks	20%
2	Level 12 Grand Master Lightning Bolt	20%

Resistances	
Fire:	20
Air:	Immune
Water:	20
Earth:	20
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	20

Elementals, Earth

Clay Elemental

Hit Points:	137
Armor Class:	20
Experience:	875
Treasure:	30% Level 3 Gem
Fly:	No
Movement Limit:	Free
Speed:	220
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	10d3	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 6 Expert Blades	25%
2	level 4 Expert Stone Skin	50%

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	Immune
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	10

Stone Elemental

Hit Points:	180
Armor Class:	25
Experience:	1,200
Treasure:	35% Level 4 Gem
Fly:	No
Movement Limit:	Free
Speed:	240
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	Break Armor

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	15d3	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 8 Master Rock Blast	25%
2	Level 8 Master Stone Skin	50%

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	Immune
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	15

Earth Elemental

Hit Points:	280
Armor Class:	30
Experience:	2,000
Treasure:	40% Level 5 Gem
Fly:	No
Movement Limit:	Free
Speed:	260
AI Type:	Suicidal
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	Unconscious

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	25d3	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 12 Grand Master Blades	25%
2	Level 12 Grand Master Stone Skin	50%

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	Immune
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	20

Elementals, Fire

Warden of Fire

Hit Points:	55
Armor Class:	12
Experience:	299
Treasure:	None
Fly:	Yes
Movement Limit:	Free
Speed:	220
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Fire	2d8	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 6 Expert Fire Bolt	20%
2	Level 4 Expert Haste	50%

Resistances

Fire:	Immune
Air:	10
Water:	10
Earth:	10
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	10

Guardian of Flame

Hit Points:	145
Armor Class:	15
Experience:	936
Treasure:	None
Fly:	Yes
Movement Limit:	Free
Speed:	240
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Fire	5d8	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 8 Master Fireball	20%
2	Level 8 Master Haste	50%

Resistances

Fire:	Immune
Air:	15
Water:	15
Earth:	15
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	15

Fire Elemental

Hit Points:	269
Armor Class:	18
Experience:	1,911
Treasure:	None
Fly:	Yes
Movement Limit:	Free
Speed:	260
AI Type:	Suicidal
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Fire	8d8	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 12 Grand Master Incinerate	20%
2	Level 12 Grand Master Haste	50%

Resistances

Fire:	Immune
Air:	20
Water:	20
Earth:	20
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	20

Elementals, Light

Lesser Light Elemental

Hit Points:	67
Armor Class:	11
Experience:	375
Treasure:	None
Fly:	Yes
Movement Limit:	Free
Speed:	240
AI Type:	Suicidal
Recovery:	80
Targeting:	None
Special Action:	Explode (5d8 Light Attack) Resistance
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Light	4d4	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	Immune
Dark:	5
Physical:	10

Light Elemental

Hit Points:	121
Armor Class:	14
Experience:	759
Treasure:	None
Fly:	Yes
Movement Limit:	Free
Speed:	260
AI Type:	Suicidal
Recovery:	80
Targeting:	None
Special Action:	Explode (5d8 Light Attack) Resistance
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Light	9d4	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	Immune
Dark:	5
Physical:	15

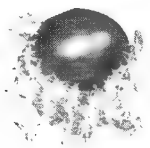
Greater Light Elemental

Hit Points:	258
Armor Class:	19
Experience:	1,824
Treasure:	None
Fly:	Yes
Movement Limit:	Free
Speed:	280
AI Type:	Suicidal
Recovery:	80
Targeting:	None
Special Action:	Explode (5d8 Light Attack) Resistance
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Light	14d4	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	Immune
Dark:	5
Physical:	20



Elementals, Water

Sprite

Hit Points:	61
Armor Class:	10
Experience:	336
Treasure:	None
Fly:	No
Movement Limit:	Free
Speed:	220
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Water	3d12	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 4 Expert Ice Bolt	30%
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	Immune
Earth:	10
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	10

Sylph

Hit Points:	129
Armor Class:	13
Experience:	816
Treasure:	None
Fly:	No
Movement Limit:	Free
Speed:	240
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Water	4d12	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 8 Master Acid Burst	30%
2	–	–

Resistances	
Fire:	15
Air:	15
Water:	Immune
Earth:	15
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	15

Water Elemental

Hit Points:	237
Armor Class:	16
Experience:	1,656
Treasure:	None
Fly:	No
Movement Limit:	Free
Speed:	260
AI Type:	Suicidal
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Water	6d12	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 12 Grand Master Ice Blast	30%
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	Immune
Earth:	20
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	5
Dark:	5
Physical:	20

Elven Archers

Elven Archer

Hit Points:	45
Armor Class:	12
Experience:	231
Treasure:	6d10 gold, 5% Level 2 Bow
Fly:	No
Movement Limit:	Short
Speed:	160
AI Type:	Normal
Recovery:	70
Targeting:	H
Special Action:	None
Attack Bonus:	Normal

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d2+2	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	5

Elven Scout

Hit Points:	121
Armor Class:	14
Experience:	759
Treasure:	12d10 gold, 5% Level 3 Bow
Fly:	No
Movement Limit:	Short
Speed:	170
AI Type:	Aggressive
Recovery:	70
Targeting:	H
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	6d2+4	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	10
Spirit:	5
Body:	10
Light:	0
Dark:	0
Physical:	10

Elven Ranger

Hit Points:	227
Armor Class:	20
Experience:	1,575
Treasure:	20d10 gold, 10% Level 4 Bow
Fly:	No
Movement Limit:	Short
Speed:	180
AI Type:	Aggressive
Recovery:	60
Targeting:	H
Special Action:	Shot x2
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	8d2+6	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	15
Spirit:	5
Body:	15
Light:	0
Dark:	0
Physical:	15

Elven Warriors

Elven Warrior

Hit Points:	61
Armor Class:	15
Experience:	336
Treasure:	8d10 gold, 10% Level 2 Spear
Fly:	No
Movement Limit:	Long
Speed:	240
AI Type:	Normal
Recovery:	80
Targeting:	H
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	2d4+4	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	5

Elven Defender

Hit Points:	114
Armor Class:	20
Experience:	704
Treasure:	16d10 gold, 15% Level 3 Spear
Fly:	No
Movement Limit:	Long
Speed:	260
AI Type:	Aggressive
Recovery:	70
Targeting:	H
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	3d4+6	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	10
Spirit:	5
Body:	10
Light:	0
Dark:	0
Physical:	10

Elven Lancer

Hit Points:	180
Armor Class:	28
Experience:	1,200
Treasure:	25d10 gold, 25% Level 4 Spear
Fly:	No
Movement Limit:	Medium
Speed:	280
AI Type:	Aggressive
Recovery:	60
Targeting:	H
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	4d4+8	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	15
Spirit:	5
Body:	15
Light:	0
Dark:	0
Physical:	15

Evil Eyes

Floating Eye

Hit Points:	180
Armor Class:	20
Experience:	1,200
Treasure:	10d10 gold, 10% Level 4 Ring
Fly:	Yes
Movement Limit:	Medium
Speed:	140
AI Type:	Aggressive
Recovery:	70
Targeting:	S
Special Action:	None
Attack Bonus:	Asleep

Attack	Attack%	Type	Damage	Missile
1	–	Water	5d6	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	Immune
Earth:	30
Mind:	Immune
Spirit:	15
Body:	Immune
Light:	10
Dark:	15
Physical:	30

Gazer

Hit Points:	280
Armor Class:	30
Experience:	2,000
Treasure:	15d10 gold, 20% Level 5 Ring
Fly:	Yes
Movement Limit:	Medium
Speed:	160
AI Type:	Aggressive
Recovery:	60
Targeting:	SD
Special Action:	None
Attack Bonus:	Afraid

Attack	Attack%	Type	Damage	Missile
1	–	Fire	6d6	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	Immune
Air:	40
Water:	30
Earth:	40
Mind:	Immune
Spirit:	15
Body:	Immune
Light:	10
Dark:	15
Physical:	40

Evil Eye

Hit Points:	400
Armor Class:	40
Experience:	3,000
Treasure:	20d10 gold, 30% Level 6 Ring
Fly:	Yes
Movement Limit:	Short
Speed:	180
AI Type:	Aggressive
Recovery:	50
Targeting:	None
Special Action:	Shot x3
Attack Bonus:	Insane

Attack	Attack%	Type	Damage	Missile
1	–	Air	7d6	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	40
Air:	Immune
Water:	40
Earth:	50
Mind:	Immune
Spirit:	15
Body:	Immune
Light:	10
Dark:	15
Physical:	40

Gargoyles

Stone Gargoyle

Hit Points:	73
Armor Class:	18
Experience:	416
Treasure:	5d10 gold, 5% Level 2 Amulet
Fly:	Yes
Movement Limit:	Long
Speed:	300
AI Type:	Aggressive
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	Weak

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	2d12	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	40
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	0
Dark:	0
Physical:	20

Marble Gargoyle

Hit Points:	114
Armor Class:	22
Experience:	704
Treasure:	10d10 gold, 10% Level 2 Amulet
Fly:	Yes
Movement Limit:	Long
Speed:	320
AI Type:	Aggressive
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	Paralyze

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	2d12+4	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	50
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	0
Dark:	0
Physical:	40

Obsidian Gargoyle

Hit Points:	207
Armor Class:	35
Experience:	1,419
Treasure:	25d10 gold, 20% Level 3 Amulet
Fly:	Yes
Movement Limit:	Medium
Speed:	350
AI Type:	Suicidal
Recovery:	70
Targeting:	None
Special Action:	None
Attack Bonus:	Paralyze

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	2d12+8	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	50
Air:	50
Water:	50
Earth:	70
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	0
Dark:	0
Physical:	Immune

Genies

Djinni

Hit Points:	207
Armor Class:	35
Experience:	1,419
Treasure:	30% Level 4 item
Fly:	Yes
Movement Limit:	Free
Speed:	200
AI Type:	Aggressive
Recovery:	60
Targeting:	M
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Water	8d4+8	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 8 Master Acid Burst	25%
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	Immune
Earth:	30
Mind:	50
Spirit:	0
Body:	50
Light:	10
Dark:	10
Physical:	30

Genie

Hit Points:	325
Armor Class:	45
Experience:	2,376
Treasure:	30% Level 5 item
Fly:	Yes
Movement Limit:	Free
Speed:	220
AI Type:	Aggressive
Recovery:	50
Targeting:	M
Special Action:	None
Attack Bonus:	Asleep

Attack	Attack%	Type	Damage	Missile
1	–	Fire	10d5+10	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 8 Master Fireball	25%
2	–	–

Resistances	
Fire:	Immune
Air:	30
Water:	30
Earth:	30
Mind:	50
Spirit:	0
Body:	50
Light:	10
Dark:	10
Physical:	30

Efreet

Hit Points:	467
Armor Class:	55
Experience:	3,575
Treasure:	30% Level 6 item
Fly:	Yes
Movement Limit:	Free
Speed:	250
AI Type:	Aggressive
Recovery:	40
Targeting:	M
Special Action:	None
Attack Bonus:	Afraid

Attack	Attack%	Type	Damage	Missile
1	–	Air	12d4+12	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 10 Master Lightning Bolt	25%
2	–	-

Resistances	
Fire:	50
Air:	Immune
Water:	50
Earth:	50
Mind:	50
Spirit:	0
Body:	50
Light:	10
Dark:	10
Physical:	50

Ghosts (Undead)

Shade

Hit Points:	35
Armor Class:	25
Experience:	171
Treasure:	5% Level 2 item
Fly:	Yes
Movement Limit:	Free
Speed:	240
AI Type:	Normal
Recovery:	100
Targeting:	CP
Special Action:	None
Attack Bonus:	Weak

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	1d6+6	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	Immune
Earth:	10
Mind:	Immune
Spirit:	10
Body:	Immune
Light:	0
Dark:	30
Physical:	10

Specter

Hit Points:	55
Armor Class:	30
Experience:	299
Treasure:	10% Level 3 item
Fly:	Yes
Movement Limit:	Long
Speed:	260
AI Type:	Normal
Recovery:	90
Targeting:	CP
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	2d6+6	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	15
Air:	15
Water:	Immune
Earth:	15
Mind:	Immune
Spirit:	15
Body:	Immune
Light:	0
Dark:	30
Physical:	15

Ghost

Hit Points:	93
Armor Class:	35
Experience:	551
Treasure:	20% Level 4 item
Fly:	Yes
Movement Limit:	Medium
Speed:	300
AI Type:	Suicidal
Recovery:	90
Targeting:	CP
Special Action:	None
Attack Bonus:	Unconscious

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	3d6+6	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	Immune
Earth:	20
Mind:	Immune
Spirit:	20
Body:	Immune
Light:	0
Dark:	30
Physical:	20

Ghouls (Undead)

Ghast

Hit Points:	35
Armor Class:	8
Experience:	171
Treasure:	5d4 gold
Fly:	No
Movement Limit:	Medium
Speed:	160
AI Type:	Aggressive
Recovery:	110
Targeting:	CP
Special Action:	None
Attack Bonus:	Disease 1

Attack	Attack%	Type	Damage	Missile
1	–	Physical	1d7	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	Immune
Earth:	0
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	0

Ghoul

Hit Points:	55
Armor Class:	14
Experience:	299
Treasure:	7d4 gold
Fly:	No
Movement Limit:	Medium
Speed:	180
AI Type:	Aggressive
Recovery:	100
Targeting:	CP
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d7+2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	Immune
Earth:	0
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	0

Revenant

Hit Points:	79
Armor Class:	20
Experience:	459
Treasure:	12d4 gold
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Suicidal
Recovery:	90
Targeting:	CP
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d7+4	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	Immune
Earth:	0
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	0

Goblins

Goblin

Hit Points:	13
Armor Class:	6
Experience:	56
Treasure:	4d4 gold
Fly:	No
Movement Limit:	Medium
Speed:	160
AI Type:	Normal
Recovery:	100
Targeting:	W
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	1d9	No
2	10%	Physical	4d2	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Hobgoblin

Hit Points:	21
Armor Class:	10
Experience:	96
Treasure:	8d4
Fly:	No
Movement Limit:	Medium
Speed:	170
AI Type:	Normal
Recovery:	100
Targeting:	W
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	1d9+2	No
2	15%	Physical	4d2+1	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Goblin Lord

Hit Points:	40
Armor Class:	14
Experience:	200
Treasure:	15d4 gold, 10% Level 1 item
Fly:	No
Movement Limit:	Short
Speed:	180
AI Type:	Aggressive
Recovery:	90
Targeting:	W
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	1d9+4	No
2	25%	Physical	4d2+4	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	0
Body:	10
Light:	0
Dark:	0
Physical:	10

Gogs

Gogling

Hit Points:	25
Armor Class:	6
Experience:	119
Treasure:	None
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Normal
Recovery:	90
Targeting:	S
Special Action:	Explode (2d10 Fire Attack)
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Fire	1d10+2	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	Immune
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	5
Body:	10
Light:	0
Dark:	0
Physical:	10

Gog

Hit Points:	45
Armor Class:	10
Experience:	231
Treasure:	None
Fly:	No
Movement Limit:	Short
Speed:	220
AI Type:	Normal
Recovery:	85
Targeting:	S
Special Action:	Explode (2d10 Fire Attack)
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Fire	1d10+6	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	Immune
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	5
Body:	15
Light:	0
Dark:	0
Physical:	15

Magog

Hit Points:	86
Armor Class:	14
Experience:	504
Treasure:	None
Fly:	No
Movement Limit:	Short
Speed:	240
AI Type:	Aggressive
Recovery:	80
Targeting:	S
Special Action:	Explode (2d10 Fire Attack)
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Fire	2d10+8	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	Immune
Air:	20
Water:	20
Earth:	20
Mind:	20
Spirit:	5
Body:	20
Light:	0
Dark:	0
Physical:	20

Golems

Bronze Golem

Hit Points:	114
Armor Class:	40
Experience:	704
Treasure:	20d8 gold
Fly:	No
Movement Limit:	Short
Speed:	160
AI Type:	Suicidal
Recovery:	100
Targeting:	None
Special Action:	Explode (4d10 Earth Attack), Resistance
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	–	Physical	5d6+20	No
2	10%	Physical	5d4	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	Immune
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	30
Dark:	0
Physical:	30

Brass Golem

Hit Points:	227
Armor Class:	60
Experience:	1,575
Treasure:	30d8
Fly:	No
Movement Limit:	Short
Speed:	170
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	Explode (4d10 Earth Attack), Resistance
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	–	Physical	7d6+25	No
2	15%	Physical	5d4+4	Yes

Spell	Type	Attack%
1	–	
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	Immune
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	30
Dark:	0
Physical:	30

Gold Golem

Hit Points:	400
Armor Class:	80
Experience:	3,000
Treasure:	50d8 gold
Fly:	No
Movement Limit:	Short
Speed:	180
AI Type:	Suicidal
Recovery:	80
Targeting:	None
Special Action:	Explode (4d10 Earth Attack), Resistance
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	–	Physical	9d6+30	No
2	20%	Physical	5d4+8	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	40
Air:	40
Water:	40
Earth:	Immune
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	30
Dark:	0
Physical:	50

Griffins

Griffin

Hit Points:	67
Armor Class:	15
Experience:	375
Treasure:	10d6
Fly:	Yes
Movement Limit:	Free
Speed:	250
AI Type:	Normal
Recovery:	50
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d8+2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	30
Dark:	0
Physical:	5

Hunting Griffin

Hit Points:	121
Armor Class:	22
Experience:	759
Treasure:	15d6 gold
Fly:	Yes
Movement Limit:	Long
Speed:	300
AI Type:	Agressive
Recovery:	60
Targeting:	None
Special Action:	Explode (2d10 Fire Attack)
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d8+6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	30
Dark:	0
Physical:	10

Royal Griffin

Hit Points:	180
Armor Class:	30
Experience:	1,200
Treasure:	30d6 gold
Fly:	Yes
Movement Limit:	Medium
Speed:	320
AI Type:	Suicidal
Recovery:	70
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d8+10	No
2	–	–	–	

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	10
Body:	10
Light:	30
Dark:	0
Physical:	15

Harpies

Harpy

Hit Points:	61
Armor Class:	12
Experience:	336
Treasure:	4d10 gold
Fly:	Yes
Movement Limit:	Long
Speed:	250
AI Type:	Aggressive
Recovery:	90
Targeting:	X
Special Action:	None
Attack Bonus:	Drunk

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	5

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d7+2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Harpy Hag

Hit Points:	79
Armor Class:	14
Experience:	459
Treasure:	6d10 gold
Fly:	Yes
Movement Limit:	Long
Speed:	300
AI Type:	Aggressive
Recovery:	90
Targeting:	X
Special Action:	None
Attack Bonus:	Curse x2

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	10

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d7+5	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Harpy Queen

Hit Points:	93
Armor Class:	16
Experience:	551
Treasure:	10d10 gold, 20% Level 2 Ring
Fly:	Yes
Movement Limit:	Long
Speed:	350
AI Type:	Suicidal
Recovery:	80
Targeting:	X
Special Action:	None
Attack Bonus:	Age x3

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	15

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d7+10	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Hydras

Fire Hydra

Hit Points:	337
Armor Class:	22
Experience:	2,475
Treasure:	50d10 gold + Level 3 item
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Fire	15d5	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	10
Spirit:	10
Body:	10
Light:	5
Dark:	5
Physical:	20

Air Hydra

Hit Points:	467
Armor Class:	44
Experience:	3,575
Treasure:	100d10 gold + Level 4 item
Fly:	No
Movement Limit:	Medium
Speed:	240
AI Type:	Aggressive
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Air	20d5	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	20
Spirit:	20
Body:	20
Light:	5
Dark:	5
Physical:	30

Chaos Hydra

Hit Points:	617
Armor Class:	66
Experience:	4,875
Treasure:	200d10 gold + Level 5 item
Fly:	No
Movement Limit:	Short
Speed:	260
AI Type:	Aggressive
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	–	Energy	20d5	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	40
Air:	40
Water:	40
Earth:	40
Mind:	30
Spirit:	30
Body:	30
Light:	5
Dark:	5
Physical:	40

Liches (Undead)

Lich

Hit Points:	100
Armor Class:	15
Experience:	600
Treasure:	10d20 gold, 10% Level 3 Misc.
Fly:	No
Movement Limit:	Medium
Speed:	180
AI Type:	Aggressive
Recovery:	90
Targeting:	DC
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Fire	3d8+6	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 4 Expert Toxic Cloud	20%
2	–	–

Resistances

Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	20

Power Lich

Hit Points:	180
Armor Class:	20
Experience:	1,200
Treasure:	15d20 gold, 10% Level 4 Misc.
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	80
Targeting:	DC
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Air	4d8+12	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 8 Master Shrapmetal	20%
2	–	–

Resistances

Fire:	25
Air:	25
Water:	25
Earth:	25
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	25

Lich King

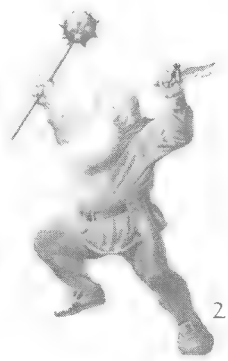
Hit Points:	280
Armor Class:	25
Experience:	2,000
Treasure:	30d20 gold, 30% Level 5 Misc.
Fly:	No
Movement Limit:	Short
Speed:	220
AI Type:	Suicidal
Recovery:	70
Targeting:	DC
Special Action:	None
Attack Bonus:	Age x3

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Dark	5d8+20	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 12 Master Dragon Breath	30%
2	Level 12 Master Pain Reflection	50%

Resistances

Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	30



Medusas

Medusa

Hit Points:	227
Armor Class:	20
Experience:	1,575
Treasure:	10d20 gold, 10% Level 3 Misc.
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Normal
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d4+8	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	Immune
Air:	Immune
Water:	Immune
Earth:	Immune
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	Immune
Dark:	Immune
Physical:	0

Queen Medusa

Hit Points:	280
Armor Class:	25
Experience:	2,000
Treasure:	15d20 gold, 10% Level 4 Misc.
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	Stone

Attack	Attack%	Type	Damage	Missile
1	–	Physical	5d4+10	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	Immune
Air:	Immune
Water:	Immune
Earth:	Immune
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	Immune
Dark:	Immune
Physical:	0

Empress Medusa

Hit Points:	337
Armor Class:	30
Experience:	2,475
Treasure:	30d20 gold, 30% Level 5 Misc.
Fly:	No
Movement Limit:	Short
Speed:	240
AI Type:	Suicidal
Recovery:	70
Targeting:	None
Special Action:	None
Attack Bonus:	Stone

Attack	Attack%	Type	Damage	Missile
1	–	Physical	6d4+12	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	Immune
Air:	Immune
Water:	Immune
Earth:	Immune
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	Immune
Dark:	Immune
Physical:	0

Minotaurs

Minotaur

Hit Points:	269
Armor Class:	30
Experience:	1,911
Treasure:	10d20 gold, 10% Level 4 Axe
Fly:	No
Movement Limit:	Long
Speed:	250
AI Type:	Normal
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	3d7+25	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	5
Body:	10
Light:	5
Dark:	5
Physical:	10

Minotaur Headsman

Hit Points:	525
Armor Class:	35
Experience:	4,071
Treasure:	20d20 gold, 10% Level 5 Axe
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	70
Targeting:	None
Special Action:	None
Attack Bonus:	Insane

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	3d7+40	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	20
Spirit:	10
Body:	20
Light:	10
Dark:	10
Physical:	20

Minotaur Lord

Hit Points:	861
Armor Class:	40
Experience:	7,031
Treasure:	50d20 gold, 20% Level 6 Axe
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	60
Targeting:	None
Special Action:	None
Attack Bonus:	Dead

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Physical	3d7+60	No
2	–	–	–	–

Spell	*Type*	*Attack%*
1	–	
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	30
Spirit:	15
Body:	30
Light:	15
Dark:	15
Physical:	30

Monks

Monk

Hit Points:	30
Armor Class:	16
Experience:	144
Treasure:	5% Level 1 Misc.
Fly:	No
Movement Limit:	Long
Speed:	200
AI Type:	Normal
Recovery:	100
Targeting:	M
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d8+4	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 3 Normal Fate	10%
2	Level 3 Expert Hammerhands	50%

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	10
Spirit:	5
Body:	10
Light:	30
Dark:	0
Physical:	5

Initiate

Hit Points:	73
Armor Class:	19
Experience:	416
Treasure:	5% Level 2 Misc.
Fly:	No
Movement Limit:	Long
Speed:	220
AI Type:	Aggressive
Recovery:	90
Targeting:	M
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d8+12	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 6 Expert Harm	10%
2	Level 6 Expert Hammerhands	50%

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	15
Spirit:	10
Body:	15
Light:	30
Dark:	0
Physical:	10

Master

Hit Points:	153
Armor Class:	28
Experience:	999
Treasure:	10% Level 3 Misc.
Fly:	No
Movement Limit:	Long
Speed:	240
AI Type:	Suicidal
Recovery:	80
Targeting:	M
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d8+20	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 9 Expert Mind Blast	10%
2	Level 9 Expert Hammerhands	50%

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	25
Spirit:	15
Body:	25
Light:	30
Dark:	0
Physical:	15

Necromancers

Necromancer

Hit Points:	137
Armor Class:	14
Experience:	875
Treasure:	15d12 gold, 10% Level 3 Boots
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	90
Targeting:	P
Special Action:	Summon Shade
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Dark	9d4	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 4 Expert Toxic Cloud	20%
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	15
Spirit:	5
Body:	15
Light:	0
Dark:	Immune
Physical:	10

Speaker for the Dead

Hit Points:	227
Armor Class:	18
Experience:	1,575
Treasure:	25d12 gold, 10% Level 4 Boots
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	80
Targeting:	P
Special Action:	Summon Specter
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Dark	12d4	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 8 Master Shrapmetal	30%
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	20
Spirit:	10
Body:	20
Light:	0
Dark:	Immune
Physical:	20

Queen of the Dead

Hit Points:	400
Armor Class:	30
Experience:	3,000
Treasure:	40d12 gold, 30% Level 5 Boots
Fly:	No
Movement Limit:	Short
Speed:	240
AI Type:	Aggressive
Recovery:	70
Targeting:	P
Special Action:	Summon Ghost
Attack Bonus:	None

Attack	*Attack%*	*Type*	*Damage*	*Missile*
1	–	Dark	16d4	Yes
2	–	–	–	–

Spell	*Type*	*Attack%*
1	Level 10 Master Dragon Breath	30%
2	Level 10 Master Pain Reflection	50%

Resistances	
Fire:	40
Air:	40
Water:	40
Earth:	40
Mind:	25
Spirit:	15
Body:	25
Light:	0
Dark:	Immune
Physical:	30

Oozes

Emerald Ooze

Hit Points:	50
Armor Class:	8
Experience:	264
Treasure:	5% Level 2 item
Fly:	No
Movement Limit:	Free
Speed:	120
AI Type:	Normal
Recovery:	100
Targeting:	None
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	–	Water	1d6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	0
Dark:	0
Physical:	Immune

Sapphire Ooze

Hit Points:	86
Armor Class:	10
Experience:	504
Treasure:	5% Level 3 item
Fly:	No
Movement Limit:	Free
Speed:	140
AI Type:	Suicidal
Recovery:	100
Targeting:	None
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	–	Water	3d6	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 1 Expert Toxic Cloud	10%
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	0
Dark:	0
Physical:	Immune

Bloodstone Ooze

Hit Points:	137
Armor Class:	12
Experience:	875
Treasure:	5% Level 4 item
Fly:	No
Movement Limit:	Free
Speed:	160
AI Type:	Suicidal
Recovery:	100
Targeting:	None
Special Action:	None
Attack Bonus:	Break Item

Attack	Attack%	Type	Damage	Missile
1	–	Water	5d6	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 2 Expert Toxic Cloud	15%
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	Immune
Spirit:	Immune
Body:	Immune
Light:	0
Dark:	0
Physical:	Immune

Peasants

Peasant	
Hit Points:	3-9
Armor Class:	3-6
Experience:	11-39
Treasure:	2d6-4d6 gold
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Rats

Giant Rat	
Hit Points:	6
Armor Class:	4
Experience:	24
Treasure:	2% Level 1 Ring
Fly:	No
Movement Limit:	Free
Speed:	250
AI Type:	Normal
Recovery:	75
Targeting:	None
Special Action:	None
Attack Bonus:	Disease

Attack	Attack%	Type	Damage	Missile
1	–	Physical	1d8	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Lightning Rat	
Hit Points:	13
Armor Class:	5
Experience:	56
Treasure:	2% Level 1 Ring
Fly:	No
Movement Limit:	Free
Speed:	250
AI Type:	Normal
Recovery:	75
Targeting:	None
Special Action:	None
Attack Bonus:	Disease

Attack	Attack%	Type	Damage	Missile
1	–	Physical	1d8+2	No
2	10%	Air	2d4	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Fire Rat	
Hit Points:	21
Armor Class:	8
Experience:	96
Treasure:	2% Level 1 Ring
Fly:	No
Movement Limit:	Free
Speed:	250
AI Type:	Aggressive
Recovery:	75
Targeting:	None
Special Action:	None
Attack Bonus:	Disease 2

Attack	Attack%	Type	Damage	Missile
1	–	Physical	1d8+6	No
2	15%	Fire	2d5	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Rocs

Roc	
Hit Points:	153
Armor Class:	20
Experience:	999
Treasure:	10d8
Fly:	Yes
Movement Limit:	Free
Speed:	275
AI Type:	Normal
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d10+20	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	5
Body:	10
Light:	0
Dark:	0
Physical:	20

Greater Roc	
Hit Points:	269
Armor Class:	30
Experience:	1,911
Treasure:	20d8
Fly:	Yes
Movement Limit:	Long
Speed:	300
AI Type:	Aggressive
Recovery:	70
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d10+25	No
2	–	–	–	

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	20
Spirit:	5
Body:	20
Light:	5
Dark:	5
Physical:	30

Thunderbird

Hit Points:	413
Armor Class:	40
Experience:	3,111
Treasure:	35d8
Fly:	Yes
Movement Limit:	Medium
Speed:	325
AI Type:	Suicidal
Recovery:	60
Targeting:	None
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	–	Physical	5d10+30	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	30
Air:	Immune
Water:	30
Earth:	30
Mind:	30
Spirit:	5
Body:	30
Light:	10
Dark:	10
Physical:	40

Sharks

Giant Shark

Hit Points:	162
Armor Class:	30
Experience:	1,064
Treasure:	None
Fly:	Yes (swim)
Movement Limit:	Free
Speed:	200
AI Type:	Aggressive
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Water	1d20+25	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	Immune
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	30

Piranha Shark

Hit Points:	237
Armor Class:	35
Experience:	1,656
Treasure:	None
Fly:	Yes (swim)
Movement Limit:	Free
Speed:	200
AI Type:	Aggressive
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Water	1d20+35	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	Immune
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	40

Dragon Shark	
Hit Points:	374
Armor Class:	40
Experience:	2,784
Treasure:	None
Fly:	Yes (swim)
Movement Limit:	Free
Speed:	200
AI Type:	Aggressive
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	Afraid

Attack	Attack%	Type	Damage	Missile
1	–	Water	1d20+45	Yes
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	Immune
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	50

Skeletons (Undead)

Skeleton	
Hit Points:	21
Armor Class:	8
Experience:	96
Treasure:	4d6 gold
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	100
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d4+2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	5

Skeleton Warrior	
Hit Points:	40
Armor Class:	10
Experience:	200
Treasure:	7d6 gold
Fly:	No
Movement Limit:	Medium
Speed:	250
AI Type:	Aggressive
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	Afraid

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d4+2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	5

Skeleton Lord	
Hit Points:	61
Armor Class:	14
Experience:	336
Treasure:	10d6 gold, 5% Level 2 Sword
Fly:	No
Movement Limit:	Short
Speed:	280
AI Type:	Suicidal
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	Curse

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d4+4	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	5

Soldiers

Conscript	
Hit Points:	61
Armor Class:	18
Experience:	336
Treasure:	10d10 gold, 5% Level 1 Chain
Fly:	No
Movement Limit:	Long
Speed:	220
AI Type:	Normal
Recovery:	90
Targeting:	XE
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d3+6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	15
Spirit:	10
Body:	15
Light:	0
Dark:	0
Physical:	10

Soldier	
Hit Points:	129
Armor Class:	24
Experience:	816
Treasure:	20d10 gold, 5% Level 2 Chain
Fly:	No
Movement Limit:	Long
Speed:	240
AI Type:	Aggressive
Recovery:	80
Targeting:	XE
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d3+10	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	25
Spirit:	10
Body:	25
Light:	0
Dark:	0
Physical:	20

Fighter	
Hit Points:	227
Armor Class:	30
Experience:	1,575
Treasure:	30d10 gold, 10% Level 3 Chain
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	70
Targeting:	XE
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d3+14	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	35
Spirit:	10
Body:	35
Light:	0
Dark:	0
Physical:	30

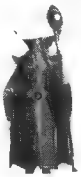
Sorcerers

Sorcerer	
Hit Points:	137
Armor Class:	14
Experience:	875
Treasure:	15d12 gold, 10% Level 3 Staff
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	90
Targeting:	None
Special Action:	Summon Lesser Light Elemental,Resistance
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Light	9d4	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 4 Expert Dispel Magic	20%
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	15
Spirit:	5
Body:	15
Light:	Immune
Dark:	5
Physical:	10



Wizard	
Hit Points:	227
Armor Class:	18
Experience:	1,575
Treasure:	25d12 gold, 10% Level 4 Staff
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	80
Targeting:	None
Special Action:	Summon Light Elemental
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Light	12d4	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 8 Master Dispel Magic	30%
2	Level 8 Master Hour of Power	50%

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	20
Spirit:	10
Body:	20
Light:	Immune
Dark:	5
Physical:	20

Archmage	
Hit Points:	400
Armor Class:	30
Experience:	3,000
Treasure:	40d12 gold, 30% Level 5 Staff
Fly:	No
Movement Limit:	Short
Speed:	240
AI Type:	Aggressive
Recovery:	70
Targeting:	None
Special Action:	Summon Greater Light Elemental
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Energy	16d4	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 12 Master Hour of Power	33%
2	Level 12 Master Day of Protection	33%

Resistances	
Fire:	40
Air:	40
Water:	40
Earth:	40
Mind:	25
Spirit:	15
Body:	25
Light:	Immune
Dark:	5
Physical:	30

Spiders

Giant Spider	
Hit Points:	17
Armor Class:	10
Experience:	75
Treasure:	None
Fly:	No
Movement Limit:	Medium
Speed:	300
AI Type:	Normal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Venomous Spider	
Hit Points:	30
Armor Class:	12
Experience:	144
Treasure:	None
Fly:	No
Movement Limit:	Medium
Speed:	280
AI Type:	Aggressive
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	Poison 2

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d2+3	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Widowmaker	
Hit Points:	50
Armor Class:	16
Experience:	264
Treasure:	None
Fly:	No
Movement Limit:	Short
Speed:	260
AI Type:	Aggressive
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	Poison 3

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d2+6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Swordsmen

Swordsman	
Hit Points:	40
Armor Class:	10
Experience:	200
Treasure:	10d6 gold
Fly:	No
Movement Limit:	Long
Speed:	220
AI Type:	Aggressive
Recovery:	90
Targeting:	T
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d7+4	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	5

Guard	
Hit Points:	79
Armor Class:	15
Experience:	459
Treasure:	15d6 gold, 5% Level 2 Sword
Fly:	No
Movement Limit:	Medium
Speed:	250
AI Type:	Aggressive
Recovery:	80
Targeting:	T
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d7+6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	5
Body:	10
Light:	0
Dark:	0
Physical:	10

Adventurer	
Hit Points:	129
Armor Class:	20
Experience:	816
Treasure:	30d6 gold, 10% Level 2 Sword
Fly:	No
Movement Limit:	Short
Speed:	280
AI Type:	Aggressive
Recovery:	70
Targeting:	T
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d7+8	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	5
Body:	15
Light:	0
Dark:	0
Physical:	15

Thieves

Thief	
Hit Points:	30
Armor Class:	10
Experience:	144
Treasure:	3d10 gold, 5% Level 1 item
Fly:	No
Movement Limit:	Medium
Speed:	250
AI Type:	Normal
Recovery:	60
Targeting:	P
Special Action:	None
Attack Bonus:	Steal x2

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d4+3	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Rogue	
Hit Points:	50
Armor Class:	14
Experience:	264
Treasure:	4d10 gold, 10% Level 1 item
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Normal
Recovery:	60
Targeting:	P
Special Action:	None
Attack Bonus:	Steal x2

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d4+6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Master Thief	
Hit Points:	86
Armor Class:	20
Experience:	504
Treasure:	5d10 gold, 20% Level 2 item
Fly:	No
Movement Limit:	Medium
Speed:	270
AI Type:	Aggressive
Recovery:	60
Targeting:	P
Special Action:	None
Attack Bonus:	Steal x2

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d4+12	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Titans

Titan	
Hit Points:	617
Armor Class:	60
Experience:	4,875
Treasure:	200d10 gold, 40% Level 5 item
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Aggressive
Recovery:	70
Targeting:	O
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	–	Air	20d20+60	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 8 Master Psychic Shock	20%
2	Level 8 Master Sparks	10%

Resistances	
Fire:	30
Air:	Immune
Water:	30
Earth:	30
Mind:	Immune
Spirit:	15
Body:	30
Light:	30
Dark:	30
Physical:	30

Storm Titan	
Hit Points:	787
Armor Class:	70
Experience:	6,375
Treasure:	300d10 gold + Level 5 item
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Aggressive
Recovery:	70
Targeting:	O
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	–	Air	20d20+80	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 12 Master Psychic Shock	20%
2	Level 12 Master Sparks	10%

Resistances	
Fire:	50
Air:	Immune
Water:	50
Earth:	50
Mind:	Immune
Spirit:	15
Body:	50
Light:	30
Dark:	30
Physical:	50

Blood Titan

Hit Points:	1,187
Armor Class:	80
Experience:	9,975
Treasure:	400d10 gold + Level 6 item
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Aggressive
Recovery:	70
Targeting:	O
Special Action:	None
Attack Bonus:	Dead

Attack	Attack%	Type	Damage	Missile
1	–	Air	2d20+120	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 16 Grand Master Psychic Shock	20%
2	Level 16 Grand Master Sparks	10%

Resistances	
Fire:	80
Air:	Immune
Water:	80
Earth:	80
Mind:	Immune
Spirit:	15
Body:	80
Light:	30
Dark:	30
Physical:	80

Trees

Tree (Variant 1)

Hit Points:	50
Armor Class:	8
Experience:	264
Treasure:	20% Level 3 Gem
Fly:	No
Movement Limit:	Stand
Speed:	120
AI Type:	Normal
Recovery:	100
Targeting:	D
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d10	No
2	50%	Earth	2d6	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	20
Water:	20
Earth:	Immune
Mind:	Immune
Spirit:	10
Body:	Immune
Light:	5
Dark:	5
Physical:	20

Tree (Variant 2)

Hit Points:	86
Armor Class:	10
Experience:	504
Treasure:	35% Level 3 Gem
Fly:	No
Movement Limit:	Stand
Speed:	140
AI Type:	Suicidal
Recovery:	100
Targeting:	D
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d10	No
2	50%	Earth	4d6	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	30
Water:	40
Earth:	Immune
Mind:	Immune
Spirit:	10
Body:	Immune
Light:	5
Dark:	5
Physical:	30

Tree (Variant 3)	
Hit Points:	137
Armor Class:	12
Experience:	875
Treasure:	50% Level 4 Gem
Fly:	No
Movement Limit:	Stand
Speed:	160
AI Type:	Suicidal
Recovery:	100
Targeting:	D
Special Action:	None
Attack Bonus:	Break Item

Attack	Attack%	Type	Damage	Missile
1	–	Physical	6d10	No
2	50%	Earth	6d6	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	0
Air:	40
Water:	40
Earth:	Immune
Mind:	Immune
Spirit:	10
Body:	Immune
Light:	5
Dark:	5
Physical:	40

Troglodytes

Troglodyte Drone	
Hit Points:	35
Armor Class:	5
Experience:	171
Treasure:	5d5 gold, 10% Level 1 item
Fly:	No
Movement Limit:	Long
Speed:	220
AI Type:	Normal
Recovery:	100
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d4	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	5
Air:	10
Water:	10
Earth:	10
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	5
Physical:	5

Troglodyte Soldier	
Hit Points:	61
Armor Class:	9
Experience:	336
Treasure:	8d5 gold, 10% Level 2 item
Fly:	No
Movement Limit:	Medium
Speed:	240
AI Type:	Normal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d4+2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	20
Water:	20
Earth:	20
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	5
Physical:	10

Troglodyte Queen

Hit Points:	93
Armor Class:	14
Experience:	551
Treasure:	14d5 gold, 25% Level 3 item
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	Poison 1

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d4+6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	15
Air:	30
Water:	30
Earth:	30
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	5
Physical:	15

Trolls

Swamp Troll

Hit Points:	86
Armor Class:	18
Experience:	504
Treasure:	12d10 gold, 5% Level 1 Belt
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	90
Targeting:	W
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d10+4	No
2	50%	Earth	2d6	Yes

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	5
Air:	10
Water:	10
Earth:	Immune
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	5
Physical:	10

River Trolls

Hit Points:	162
Armor Class:	28
Experience:	1,064
Treasure:	25d10, 5% Level 2 Belt
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	80
Targeting:	W
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d10+6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	20
Water:	20
Earth:	Immune
Mind:	10
Spirit:	5
Body:	10
Light:	0
Dark:	5
Physical:	20

Mountain Troll	
Hit Points:	258
Armor Class:	38
Experience:	1,824
Treasure:	45d10 gold, 5% Level 3 Belt
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Suicidal
Recovery:	70
Targeting:	W
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d10+10	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	15
Air:	30
Water:	30
Earth:	Immune
Mind:	15
Spirit:	5
Body:	15
Light:	0
Dark:	5
Physical:	30

Vampires (Undead)

Minion Vampire	
Hit Points:	100
Armor Class:	25
Experience:	600
Treasure:	6d8 gold, 30% Level 2 Cape
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	80
Targeting:	OC
Special Action:	None
Attack Bonus:	Disease 2

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d8+15	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	5
Air:	10
Water:	Immune
Earth:	10
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	10

Vampire	
Hit Points:	207
Armor Class:	35
Experience:	1,419
Treasure:	12d8 gold, 40% Level 3 Cape
Fly:	No
Movement Limit:	Medium
Speed:	240
AI Type:	Aggressive
Recovery:	70
Targeting:	OC
Special Action:	None
Attack Bonus:	Drain Spell Points to 0

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d8+25	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	20
Water:	Immune
Earth:	20
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	20

Elder Vampire	
Hit Points:	374
Armor Class:	45
Experience:	2,784
Treasure:	16d8 gold, 50% Level 4 Cape
Fly:	No
Movement Limit:	Short
Speed:	260
AI Type:	Suicidal
Recovery:	60
Targeting:	OC
Special Action:	None
Attack Bonus:	Drain Spell Points to 0

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d8+35	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	15
Air:	30
Water:	Immune
Earth:	30
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	30

Warlocks

Fire Warlock	
Hit Points:	137
Armor Class:	14
Experience:	875
Treasure:	7d9 gold, 10% Level 2 Wand
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Fire	9d4	No
2	–	–	–	–

Spell	Type	Attack%
1	Level 6 Expert Fireball	20%
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	10
Physical:	10

Water Warlock	
Hit Points:	227
Armor Class:	18
Experience:	1,575
Treasure:	15d9 gold, 15% Level 3 Wand
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Water	12d4	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 9 Master Acid Burst	20%
2	–	–

Resistances	
Fire:	40
Air:	40
Water:	40
Earth:	40
Mind:	20
Spirit:	10
Body:	20
Light:	0
Dark:	10
Physical:	20

Air Warlock	
Hit Points:	400
Armor Class:	30
Experience:	3,000
Treasure:	25d9 gold, 25% Level 4 Wand
Fly:	No
Movement Limit:	Short
Speed:	240
AI Type:	Aggressive
Recovery:	70
Targeting:	None
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	–	Air	16d4	Yes
2	–	–	–	–

Spell	Type	Attack%
1	Level 12 Master Lightning Bolt	20%
2	–	–

Resistances	
Fire:	50
Air:	50
Water:	50
Earth:	50
Mind:	30
Spirit:	10
Body:	30
Light:	0
Dark:	10
Physical:	30

Wights (Undead)

Wight	
Hit Points:	61
Armor Class:	15
Experience:	336
Treasure:	10% Level 2 Dagger
Fly:	No
Movement Limit:	Short
Speed:	180
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	Afraid

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d5+6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	Immune
Earth:	10
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	10

Wraith	
Hit Points:	93
Armor Class:	20
Experience:	551
Treasure:	10% Level 3 Dagger
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	80
Targeting:	None
Special Action:	None
Attack Bonus:	Drain Spell Points to 0

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d5+12	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	Immune
Earth:	20
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	20

Barrow Wight

Hit Points:	145
Armor Class:	25
Experience:	936
Treasure:	20% Level 4 Dagger
Fly:	No
Movement Limit:	Short
Speed:	220
AI Type:	Suicidal
Recovery:	70
Targeting:	None
Special Action:	None
Attack Bonus:	Age x2

Attack	Attack%	Type	Damage	Missile
1	–	Physical	4d5+12	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	Immune
Earth:	30
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	30

Wyverns

Wyvern

Hit Points:	93
Armor Class:	14
Experience:	551
Treasure:	25d8 gold, 10% Level 3 item
Fly:	Yes
Movement Limit:	Free
Speed:	250
AI Type:	Normal
Recovery:	80
Targeting:	DR
Special Action:	None
Attack Bonus:	Poison 2

Attack	Attack%	Type	Damage	Missile
1	–	Physical	7d6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	5
Body:	10
Light:	5
Dark:	5
Physical:	10

Horned Wyvern

Hit Points:	162
Armor Class:	28
Experience:	1,064
Treasure:	50d8 gold, 10% Level 4 item
Fly:	Yes
Movement Limit:	Long
Speed:	280
AI Type:	Aggressive
Recovery:	70
Targeting:	DR
Special Action:	None
Attack Bonus:	Poison 3

Attack	Attack%	Type	Damage	Missile
1	–	Physical	9d6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	20
Spirit:	5
Body:	20
Light:	5
Dark:	5
Physical:	20

Ancient Wyvern	
Hit Points:	247
Armor Class:	42
Experience:	1,739
Treasure:	100d8 gold, 15% Level 4 item
Fly:	Yes
Movement Limit:	Medium
Speed:	320
AI Type:	Suicidal
Recovery:	60
Targeting:	DR
Special Action:	None
Attack Bonus:	Dead

Attack	Attack%	Type	Damage	Missile
1	–	Physical	12d6	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	30
Spirit:	5
Body:	30
Light:	5
Dark:	5
Physical:	30

Zombies (Undead)

Rotting Corpse	
Hit Points:	35
Armor Class:	8
Experience:	171
Treasure:	5d4 gold
Fly:	No
Movement Limit:	Medium
Speed:	160
AI Type:	Aggressive
Recovery:	110
Targeting:	None
Special Action:	None
Attack Bonus:	Disease 1

Attack	Attack%	Type	Damage	Missile
1	–	Physical	1d7	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	10

Walking Dead	
Hit Points:	55
Armor Class:	14
Experience:	299
Treasure:	7d4 gold
Fly:	No
Movement Limit:	Medium
Speed:	180
AI Type:	Aggressive
Recovery:	100
Targeting:	None
Special Action:	None
Attack Bonus:	Disease 2

Attack	Attack%	Type	Damage	Missile
1	–	Physical	2d7+2	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	30

Zombie	
Hit Points:	79
Armor Class:	20
Experience:	459
Treasure:	12d4 gold
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Suicidal
Recovery:	90
Targeting:	None
Special Action:	None
Attack Bonus:	Disease 2

Attack	Attack%	Type	Damage	Missile
1	–	Physical	3d7+4	No
2	–	–	–	–

Spell	Type	Attack%
1	–	–
2	–	–

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	Immune
Spirit:	0
Body:	Immune
Light:	0
Dark:	30
Physical:	30

Non-Player Characters

Some of the creatures you talk to will offer to hire their services out to your party. Others will join you as part of a quest or story. You may have an unlimited number of quest/story characters following you, and up to two hired characters at any given time. These NPCs travel with your party under its protection–meaning that they don't participate in combat.

Hired NPCs lend certain benefits to your party in exchange for an up-front hiring fee and a percent of any gold you find. The costs and benefits for hiring each NPC type are listed below.

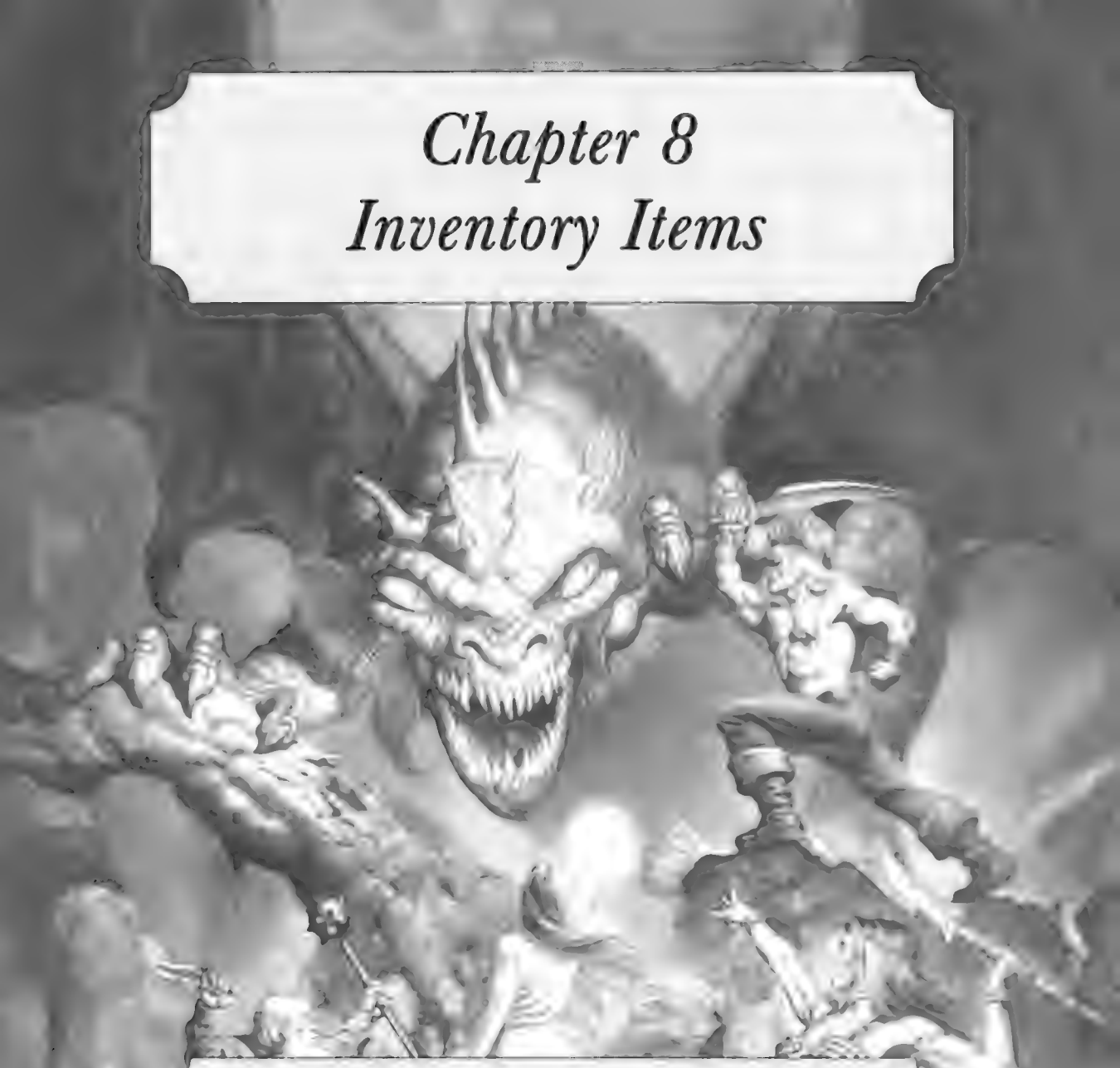
NPC Follower Table (Continued next page)

Profession	Hire Cost/%Gold Taken	Benefit to Party
Acolyte	500/5%	2 point bonus to Body, Mind, and Spirit spell skills for all characters.
Alchemist	400/4%	Unlimited magic item repair.
Apothecary	600/6%	8 point bonus to Alchemy skill for all characters.
Apprentice	500/5%	2 point bonus to Elemental. Air, Earth, Fire, and Water spell skills for all characters.
Armorer	200/2%	Unlimited armor repair.
Armsmaster	300/3%	2 point bonus to Armsmaster skill for all characters.
Banker	1,000/10%	20% bonus on all gold found.
Bard	1,000/10%	Grants a constant, single category bonus to your reputation.
Burglar	2,000/20%	Disarm Traps and Stealing skills are increased by 8 points for each character. Reputation is decreased by one full category. Takes no gold.
Cartographer	200/2%	Keeps the Wizard Eye spell at expert ranking going at all times.
Chaplain	200/2%	Casts the Bless spell (duration 2 hours) at master ranking once per day.
Chef	400/4%	Makes 2 days of food per day (maximum of 14 days).
Chimney Sweep	200/2%	20 point bonus to Luck statistic for all characters.
Cook	300/3%	Makes 1 day of food per day (maximum of 14 days).

(NPC Follower Table Continued)

Profession	*Hire Cost/%Gold Taken*	*Benefit to Party*
Diplomat	500/5%	Your party is considered to have the most beneficial arrangement of races in any social situation.
Duper	200/2%	Merchant skill is increased by 8 points for each character and Reputation is decreased by one full category.
Enchanter	1,000/10%	Increases resistance to Air, Earth, Fire, Water, Body, and Mind spells by 20.
Expert Healer	2,000/20%	Cures all party Hit Points and conditions (excepting dead, stoned, or eradicated) once per day.
Explorer	100/1%	All travel times reduced by 1 day (minimum of 1 day).
Factor	500/5%	10% bonus on all gold found.
Fallen Wizard	2,500/25%	Casts Hour of Power once per day for a duration of 6 hours.
Fool	100/1%	5 point bonus to Luck statistic for all characters.
Gate Master	2,000/20%	Casts the Town Portal spell at master ranking once per day.
Guide	100/1%	All map crossings one day faster (minimum 1 day).
Gypsy	100/1%	Food use is reduced by 1 day's worth of food when resting (minimum 1 day), Merchant skill is increased by 3 points for each character, and Reputation is decreased by one full category.
Healer	500/5%	Cures all party Hit Points once a day.
Herbalist	400/4%	4 point bonus to Alchemy skill for all characters.
Horseman	100/1%	Trips using the stables take 2 days fewer to complete (minimum 1 day).
Hunter	500/5%	Increases the Identify Monster skill by 4 for all characters.
Initiate	1,000/10%	3 point bonus to Body, Mind, and Spirit spell skills for all characters.
Instructor	700/7%	15% bonus on all experience learned.
Locksmith	300/3%	6 point bonus to Disarm Traps skill for all characters.
Master Healer	5,000/50%	Completely heals party of all Hit Points and conditions once per day.
Merchant	200/2%	6 point bonus to Merchant skill for all characters.
Monk	500/5%	Increases the Unarmed and Dodging skills by 2 for all characters.
Mystic	1,000/10%	3 point bonus to Air, Earth, Fire, and Water spell skills for all characters.
Navigator	200/2%	All boat travel is 3 days faster (minimum 1 day).
Pathfinder	300/3%	All map crossings are 3 days faster (minimum 1 day).
Piper	300/3%	Casts the Heroism spell (2-hour duration) at master ranking once per day.
Pirate	500/5%	All boat travel reduced by 2 days, gold found is increased by 10%, and Reputation is decreased by one full category.
Porter	100/1%	1 less day of food use when camping (minimum of 1 used).
Prelate	2,000/20%	4 point bonus to Body, Mind, and Spirit spell skills for all characters.
Psychic	400/4%	Perception skill is increased by 5 points and Luck statistics are increased by 10 points for each character.
Quartermaster	200/2%	2 fewer days of food use when camping, (minimum of 1 used).
Sage	750/7.5%	Increases the Identify Item and Identify Monster skills by 6 for all characters.
Sailor	100/1%	All boat travel 2 days faster (minimum 1 day).
Scholar	500/5%	Unlimited item identification and a 5% bonus on all experience gained.
Scout	300/3%	6 point bonus to Perception skill for all characters.
Smith	200/2%	Unlimited weapon repair.
Spell Master	2,000/20%	4 point bonus to Elemental Air, Earth, Fire, and Water spell skills for all characters.
Squire	600/6%	All armor and weapon skills are increased by 2 points for each character.
Teacher	300/3%	10% bonus on all experience learned.
Tinker	200/2%	4 point bonus to Disarm Traps skill for all characters.
Tracker	200/2%	All map crossings 2 days faster (minimum 1 day).
Trader	100/1%	4 point bonus to Merchant skill for all characters.
Water Master	1,000/10%	Casts the Water Walk spell (duration of 3 hours) once per day.
Weapons Master	400/4%	3 point bonus to Armsmaster skill for all characters.
Wind Master	2,000/20%	Casts the Fly spell (duration of 2 hours) once per day.

Chapter 8
Inventory Items



This chapter contains listings of all the equipment that your characters can use during their adventures. Quest items–those items that don't affect your characters' abilities to adventure, but rather are the objects of quests–are covered in the sections that deal with completing quests in Chapter 6.

Item Statistics

Treasure Level

Although *Might and Magic VII's* game designers had the ability to place specific items at specific locations, most of the equipment you'll find is randomly generated based on its type (like *sword*, *armor* or *potion*), and its *treasure level*. Generally, the tougher the dungeon you're in, the higher the treasure level of the items you'll find in it.

An item's treasure level also affects how likely it is to have a magical enchantment. Enchantments give items special abilities and increase their value. Artifacts, Relics, and Special items are not generated randomly. They already have special properties, and therefore can't receive additional enchantments.

Base Value

The *Base Value* is the worth of an unenchanted item.

Toughness

Various attacks have a chance to break items your characters are using or carrying. The higher an item's toughness is, the less likely it is to break. Relics are tougher than normal items. Artifacts and Special items are tougher still.

ID/Repair

This value is used in calculations with the Identify Item and Repair Item skills. The higher an item's Identify/Repair value, the more difficult it is to identify or repair. For more information, see Chapter 4.

Base Damage

This statistic is listed for weapons. It is how much damage the weapon does before any bonuses are applied.

Dmg/Att Bonus

This statistic is listed for weapons, and stands for "Damage and Attack Bonus." This value is how much the weapon adds to a character's chance to hit with the weapon (Attack Bonus) and to the amount of damage done by the weapon when it hits (Damage Bonus).

Hand(s)

This statistic is listed for Axes and Swords, both of which can be either one- or two-handed weapons. If a weapon must be used with two hands, then the character using it can't carry a shield or second weapon.

Armor Class

This statistic is listed for items of armor. It represents how much wearing the item adds to a character's Armor Class. The higher the number, the more protection provided by the item.

Charges

This value is listed for wands. Wands cast spells. Each time you use a wand, a charge is spent. When a wand's charges reach zero, the wand disappears. This number is the maximum number of charges a wand can have.

Description

When you right-click on an item, the game displays some descriptive text. This text is duplicated for each item here. Some Special items have additional notes in their descriptions explaining their particular powers.

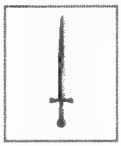
Weapons

Your characters must have the proper skill to use a particular weapon. Weapons are listed in this section grouped by the skill needed to use them. Weapons of the same skill class all have the same base Recovery rate for their attacks. This information is given for each skill class.

Swords (Sword Skill)

Swords may be either one- or two-handed. Two-handed swords tend to do more damage, but preclude the use of a shield or second weapon. Sword attacks have a base Recovery rate of 90.

Crude Longsword



Treasure Level:	1-3	Hand(s):	One
Base Value:	50	ID/Repair:	1
Toughness:	8	Dmg/Att Bonus:	None
ID/Repair:	1		

Description: Though notched and dented, this longsword is an effective weapon.

Elven Saber

Treasure Level:	2-4	Hand(s):	One
Base Value:	200	Base Damage:	3d3
Toughness:	8	Dmg/Att Bonus:	+3
ID/Repair:	3		

Description: A common Elven weapon, this saber is a deadly, if unremarkable, weapon.

Keen Longsword

Treasure Level:	3-5	Hand(s):	One
Base Value:	350	Base Damage:	3d3
Toughness:	8	Dmg/Att Bonus:	+6
ID/Repair:	6		

Description: Although this longsword appears quite old, the edge of the blade is unusually sharp. It was quite probably enchanted to remain that way during its creation.

Graceful Sword

Treasure Level:	3-5	Hand(s):	One
Base Value:	500	Base Damage:	3d3
Toughness:	8	Dmg/Att Bonus:	9
ID/Repair:	9		

Description: A high-quality longsword, monogrammed initials near the base of the pommel indicate it was forged by master weaponsmith Mekorig the Blind circa 780-800.

Duelist Blade

Treasure Level:	5-6	Hand(s):	One
Base Value:	650	Base Damage:	3d3
Toughness:	8	Dmg/Att Program:	+12
ID/Repair:	12		

Description: These rare blades were forged sometime before the Silence, and have been used for centuries by noble duelists who want to die in style. No two are quite alike, but all share bloody histories.

Two-Handed Sword

Treasure Level:	2-5	Hand(s):	Two
Base Value:	400	Base Damage:	4d5
Toughness:	8	Dmg/Att Bonus:	None
ID/Repair:	1		

Description: This simple two-handed sword with a leather grip is a common design in Erathia.

Great Sword

Treasure Level:	3-5	Hand(s):	Two
Base Value:	500	Base Damage:	4d5
Toughness:	8	Dmg/Att Bonus:	+2
ID/Repair:	6		

Description: An effective, deadly design employed by less well-disciplined armies throughout time. The smith of this particular two-handed sword thoughtfully added a blood groove down the center of the blade.

Heroic Sword

Treasure Level:	4-6	Hand(s):	Two
Base Value:	800	Base Damage:	4d5
Toughness:	8	Dmg/Att Bonus:	+8
ID/Repair:	10		

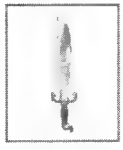
Description: It is thought by some master swordsmen that a wavy blade is a bit stronger than a straight one, and does more damage when it strikes an opponent. That may or may not be true, but one thing is certain–this particular sword's craftsmanship is amongst the finest you've ever seen.

Broadsword

Treasure Level:	1-3	Hand(s):	One
Base Value:	100	Base Damage:	3d4
Toughness:	8	Dmg/Att Bonus:	None
ID/Repair:	1		

Description: A polished broadsword commonly used by all forces in Erathia.

Steel Broadsword



Treasure Level:	3-4	Hand(s):	One
Base Value:	300	Base Damage:	3d4
Toughness:	8	Dmg/Att Bonus:	+4
ID/Repair:	5		

Description: A fine Erathian steel broadsword of excellent quality and edge.

Champion Sword

Treasure Level:	4-6	Hand(s):	One
Base Value:	600	Base Damage:	3d4
Toughness:	8	Dmg/Att Bonus:	+10
ID/Repair:	9		

Description: More a falchion than a broadsword, this magnificent weapon retains a keen edge in spite of its age.

Cutlass

Treasure Level:	1-3	Hand(s):	One
Base Value:	40	Base Damage:	2d4
Toughness:	7	Damage/Att Bonus:	None
ID/Repair:	1		

Description: The swept-back style of the cutlass helps opponents to underestimate the weapon's true reach. Many inexperienced swordsmen have lost their lives to this deceptive design.

Goblin Cutlass

Treasure Level:	3-4	Hand(s):	One
Base Value:	290	Base Damage:	2d4
Toughness:	7	Dmg/Att Bonus:	+5
ID/Repair:	5		

Description: A strange mix of brass and some other, reddish metal provide this weapon with its strange color and unusual strength. Goblin craftsman are typically unconcerned with appearance, but when it comes to killing, they can be counted on to get it right.

Regnan Cutlass

Treasure Level:	3-6	Hand(s):	One
Base Value:	590	Base Damage:	2d4
Toughness:	7	Dmg/Att Bonus:	+11
ID/Repair:	9		

Description: Cleverly concealed initials near the pommel of the cutlass prove this beautiful weapon to be the work of Alec Teling, master smith to Hareck the First, Lord of Regna, and Emperor of the Endless Ocean.

Puck

Treasure Level:	Artifact	Hand(s):	One
Base Value:	20,000	Base Damage:	3d3
Toughness:	Artifact	Dmg/Att Bonus:	+14
ID/Repair:	20		

(Description: Speed +40, Swift) Ancient and fey, Puck's enchantments cause it to practically fly for enemy's throats. No one knows when or where Puck was forged, but the Faerie origins are unmistakable.

Iron Feather

Treasure Level:	Artifact	Hand(s):	Two
Base Value:	20,000	Base Damage:	4d5
Toughness:	Artifact	Dmg/Att Bonus:	+10
ID/Repair:	20		

Description: (Might +40, 6-15 points of Electrical damage) An impossibly light two-handed sword, the Iron Feather boosts the Might of its owner to make wielding the huge weapon even easier. The combination almost makes it possible to use the sword in one hand–the huge size of the blade being the only problem.

Wallace

Treasure Level:	Artifact	Hand(s):	One
Base Value:	20,000	Base Damage:	3d4
Toughness:	Artifact	Dmg/Att Bonus:	+12
ID/Repair:	20		

Description: (Armsmaster skill +10, Personality +40) Wallace has somehow found its way into the hands of rebels and rabblerousers for centuries. The weapon magnifies both the ability and the confidence of its wielder, frequently leading its owners to take risks they might otherwise have avoided. Though none of its owners' ambitions have been fulfilled, no one has ever declined to carry Wallace once they have heard its siren song.

Corsair

Treasure Level:	Artifact	Hand(s):	One
Base Value:	20,000	Base Damage:	2d4
Toughness:	Artifact	Dmg/Att Bonus:	+13
ID/Repair:	20		

Description: (Stealing skill +5, Disarm skill +5, Luck +40) Corsair is one of the finest weapons ever turned out by the Regnan Armories. Ever true to their nature, Regna's smiths fashioned a weapon that would aid their imperial "tax collection" efforts on the high seas and coastal towns. To this date, Regna has not forged a weapon that didn't advance their selfish goals at the expense of others.

Elfbane

Treasure Level:	Artifact	Hand(s):	Two
Base Value:	15,000	Base Damage:	4d6
Toughness:	Artifact	Dmg/Att Bonus:	+12
ID/Repair:	20		

Description: (Of Shielding, Elf Slayer, Goblin) This sword was created by the Goblins for their then Chief, Grogar. Unfortunately, the Goblins lost the war and Elfbane was lost for quite some time. Enchanted to both slay Elves, and protect its wielder from arrows, Elfbane truly lives up to its name. A curious side effect of the enchantment renders the weapon unusable by all but a Goblin.

Lieutenant's Cutlass

Treasure Level:	Special	Hand(s):	One
Base Value:	15,000	Base Damage:	3d4
Toughness:	Special	Dmg/Att Bonus:	+6
ID/Repair:	0		

Description: The mercenary you took this cutlass from disregarded the curse on the blade, too.

Villain's Blade

Treasure Level:	Special	Hand(s):	One
Base Value:	15,000	Base Damage:	3d4
Toughness:	Special	Dmg/Att Bonus:	+12
ID/Repair:	0		

Description: Drains Hit Points from target. William Setag would frequently slay prisoners with this blade to heal his own minor cuts and bruises. The weapon is cold to the touch, and tingles in your hand.

Grognard's Cutlass

Treasure Level:	Special	Hand(s):	One
Base Value:	1,000	Base Damage:	3d4
Toughness:	Special	Dmg/Att Bonus:	+6
ID/Repair:	0		

Description: Double damage vs. Elves. A finely crafted and specially enchanted Goblin weapon. Though originally crafted to slay Elves, this weapon does a perfectly good job on members of the other races.

Daggers (Dagger Skill)

Daggers don't do very good damage, but are faster than any other hand-to-hand weapon (Recovery rate of 60). At higher levels of skill expertise, characters gain a dual weapon attack ability and damage bonuses that make this weapon class very effective.

Dagger

Treasure Level:	1-3	ID/Repair:	1
Base Value:	8	Base Damage:	2d2
Toughness:	6	Dmg/Att Bonus:	None

Description: A crude dagger found in the hands of thieves and ruffians everywhere.

Dwarven Dagger

Treasure Level:	1-3	ID/Repair:	2
Base Value:	100	Base Damage:	2d2
Toughness:	6	Dmg/Att Bonus:	+2

Description: More like a short sword to a Dwarf, this dagger is an excellent example of superior Dwarven engineering and inferior artistic creativity.

Sharktooth Dagger

Treasure Level:	3-5	ID/Repair:	4
Base Value:	150	Base Damage:	2d2
Toughness:	6	Dmg/Att Bonus:	+3

Description: The "blade" of this dagger is really a shark's tooth taken from the waters of the Quiet Ocean and mounted on a fancy handle. It is very sharp and light.

Assassin's Dagger

Treasure Level:	3-5	ID/Repair:	6
Base Value:	250	Base Damage:	2d2
Toughness:	6	Dmg/Att Bonus:	+5

Description: The crosspiece of this dagger folds in to make concealment easier. A spring in the pommel snaps the crosspiece out very quietly when the dagger is drawn from its sheath.

Mage Dagger

Treasure Level:	4-6	ID/Repair:	9
Base Value:	300	Base Damage:	2d2
Toughness:	6	Dmg/Att Bonus:	+6

Description: A weapon from the Time of Wonders, it is no longer possible to achieve a sharper or stronger edge.

Long Dagger

Treasure Level:	1-4	ID/Repair:	1
Base Value:	15	Base Damage:	2d3
Toughness:	7	Dmg/Att Bonus:	None

Description: The long dagger combines the extra reach of the sword with the stealth of the dagger.

Erathian Long Dagger

Treasure Level:	3-5	ID/Repair:	4
Base Value:	200	Base Damage:	2d3
Toughness:	7	Dmg/Att Bonus:	+4

Description: Really more of a short sword than a dagger, the narrow blade belies an unusual strength and a possibly enchanted edge.

Exquisite Long Dagger

Treasure Level:	4-6	ID/Repair:	8
Base Value:	350	Base Damage:	2d3
Toughness:	7	Dmg/Att Bonus:	+7

Description: The spare, yet appealing design of this long dagger is typical of pre-Silence artifacts. This particular style was very popular at the time, but since more than a thousand years have passed, few remain. Like everything from the time of the Silence, it looks as new as the day it was made.

Old Nick

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Base Damage:	2d2
Toughness:	Relic	Dmg/Att Bonus:	+8

Description: (Disarm Skill +5, 8 points of Poison damage, Elf Slaying, Evil) Secretly passed from one Assassin to another for centuries, Old Nick happily vanished from history's sight during the Battle for Morning–a joint human-Elvish attack on the Assassin's guild nearly 200 years ago. It is said that Old Nick has killed more people than the Plague. Now that you've found this evil weapon, you are going to throw it down a well...aren't you?

Lady Carmine's Dagger

Treasure Level:	Special	ID/Repair:	0
Base Value:	15,000	Base Damage:	2d2
Toughness:	Special	Dmg/Att Bonus:	+4

Description: Adds 5 points of Body damage and +5 Disarm Traps skill. Nicks and scratches on this nasty blade show that it has seen plenty of action.

Axes (Axe Skill)

Axes do good damage, but are a bit on the slow side (Recovery 100). Axes come in one- and two-handed varieties. The two-handed poleaxes are particularly fierce weapons.

Crude Axe

Treasure Level:	1-3	Hand(s):	One
Base Value:	30	Base Damage:	4d2
Toughness:	5	Dmg/Att Bonus:	None
ID/Repair:	1		

Description: This primitive axe is more like a simple tool than a weapon.

Battle Axe

Treasure Level:	1-4	Hand(s):	One
Base Value:	100	Base Damage:	4d2
Toughness:	5	Dmg/Att Bonus:	+2
ID/Repair:	3		

Description: The flared edge of the blade is a common style used by low-budget human armies and bandits.

Dwarven Axe

Treasure Level:	3-5	Hand(s):	One
Base Value:	250	Base Damage:	4d2
Toughness:	5	Dmg/Att Bonus:	+5
ID/Repair:	6		

Description: Typical Dwarven manufacture: Strong, practical, and plain.

Steel Axe

Treasure Level:	3-5	Hand(s):	One
Base Value:	400	Base Damage:	4d2
Toughness:	5	Dmg/Att Bonus:	+8
ID/Repair:	9		

Description: One of several crates full of such axes stolen from the Dwarves by the Warlocks of Nighon. Each of these weapons has been tempered and enchanted by the Stone City foundry, and stamped with their mark.

Minotaur Axe

Treasure Level:	4-6	Hand(s):	One
Base Value:	550	Base Damage:	4d2
Toughness:	5	Dmg/Att Bonus:	+11
ID/Repair:	12		

Description: Double-bladed axes like these are powerfully enchanted by Minotaur sorcerers in a secret process known only to them. These axes are light where they should be heavy, and slice through metal armor as easily as they slice through cloth.

Poleaxe

Treasure Level:	2-5	Hand(s):	Two
Base Value:	225	Base Damage:	3d7
Toughness:	5	Dmg/Att Bonus:	None
ID/Repair:	1		

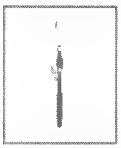
Description: This style of long-hafted axe has better reach and more power than the normal one-handed axe.

Warrior's Poleaxe

Treasure Level:	3-5	Hand(s):	Two
Base Value:	450	Base Damage:	3d7
Toughness:	5	Dmg/Att Bonus:	+5
ID/Repair:	5		

Description: This poleaxe has a sharper blade equipped with all the latest in military technology: Blood grooves, whistle-holes, and a counterbalanced, smaller blade behind the haft for tricky, disemboweling backstrokes.

Headsman's Poleaxe



Treasure Level:	4-6	Hand(s):	Two
Base Value:	900	Base Damage:	3d7
Toughness:	5	Dmg/Att Bonus:	+9
ID/Repair:	9		

Description: So named for the execution device favored by headsmen, the Headsman's Poleaxe sports a longer blade to reduce messy and embarrassing execution mistakes.

Splitter

Treasure Level:	Artifact	Hand(s):	One
Base Value:	20,000	Base Damage:	4d2
Toughness:	Artifact	Dmg/Att Bonus:	+11
ID/Repair:	20		

Description: (Explosive impact, Fire Resistance +50) Though powerful, Splitter is never wielded by a single owner for long. The blade gives off great blasts of fire when struck, and the magical protection against fire the weapon offers isn't enough to completely shield a user from the blast.

Ghoulsbane

Treasure Level:	Artifact	Hand(s):	One
Base Value:	20,000	Base Damage:	1d9
Toughness:	Artifact	Dmg/Att Bonus:	+15
ID/Repair:	20		

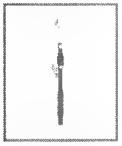
Description: (Undead slaying, Immunity to paralysis, 3-18 Fire damage) Ghoulsbane was commissioned by the Church of the Sun more than 150 years ago as part of their effort to destroy the ever-growing population of undead created by the Church of the Moon. Though powerful, it is only one weapon, and the undead are legion. The Church of the Sun fell in 1083 A.S.

Amuck

Treasure Level:	Relic	Hand(s):	Two
Base Value:	30,000	Base Damage:	3d7
Toughness:	Relic	Dmg/Att Bonus:	+11
ID/Repair:	30		

Description: (Might +100, Endurance +100, Armor Class -15) The original name of Amuck has been lost in time, but the blade retains a magically keen edge and all of its original power. Fantastic strength and vitality are conferred upon the owner at the expense of a proper sense of fear. Wielders of Amuck don't much bother dodging blows in battle.

Zokarr's Axe



Treasure Level:	Special	Hand(s):	Two
Base Value:	2,500	Base Damage:	3d7
Toughness:	Special	Dmg/Att Bonus:	+13
ID/Repair:	0		

Description: (+10 Armor, Endurance and Hit Points) The family heirloom of the Zokarr monarchs. This weapon grants the wielder a greater affinity with Earth Magic.

Minotaur's Axe

Treasure Level:	Special	Hand(s):	One
Base Value:	2,500	Base Damage:	4d3
Toughness:	Special	Dmg/Att Bonus:	+12
ID/Repair:	0		

Description: (Might +25) A fine trophy! The axe is made for a Minotaur and is very heavy, but the magical strength it imparts makes it easy to use for anyone.

Spears, Halberds, and Tridents (Spear Skill)

Spears are two-handed weapons that may be used one-handed by those with a master Spear skill expertise. When used one-handed, they gain an additional "dice" of damage. For example, the Halberd does 3d6 damage when used one-handed, and 4d6 damage when held in two hands. Recovery for Spear attacks is 80.

Crude Spear

Treasure Level:	1-3	ID/Repair:	1
Base Value:	15	Base Damage:	1d9
Toughness:	6	Dmg/Att Bonus:	None

Description: Though constructed with a head of sharpened rock lashed to a rough stick, this spear can cause serious damage. (+1d9 if used two-handed).

Soldier's Spear

Treasure Level:	1-4	ID/Repair:	3
Base Value:	50	Base Damage:	1d9
Toughness:	6	Dmg/Att Bonus:	+1

Description: Spears like this are found in all armies where their versatility as both pole and melee weapons is demonstrated regularly.

Elven Spear

Treasure Level:	3-5	ID/Repair:	6
Base Value:	250	Base Damage:	1d9
Toughness:	6	Dmg/Att Bonus:	5

Description: Elven weapons are almost always as graceful as they are practical. The spear's style and elegance have not come at the expense of practical qualities such as the sturdy attachment of head to haft, nor the choices of metal and haft grip.

Cruel Spear

Treasure Level:	3-5	ID/Repair:	9
Base Value:	450	Base Damage:	1d9
Toughness:	6	Dmg/Att Bonus:	+9

Description: The triangular shape of the spear head leads to especially painful wounds that do not heal easily or well. Runic enchantments inscribed along the haft suggest enchantments that enhance the cruel effect of the triangular head.

Sublime Spear

Treasure Level:	4-6	ID/Repair:	9
Base Value:	450	Base Damage:	1d9
Toughness:	6	Dmg/Att Bonus:	+13

Description: A smithy symbol and date stamp indicate this spear was made in the magical forges of Governor Padish 12 years before the Silence.

Halberd

Treasure Level:	2-5	ID/Repair:	1
Base Value:	200	Base Damage:	3d6
Toughness:	6	Dmg/Att Bonus:	None

Description: Like all halberds, this weapon is basically an axe with a very long haft. It's a versatile weapon–doubling as a spear when fighting room is tight, or a staff when personal defense is needed. This one is of ordinary workmanship and materials.

Weighted Halberd

Treasure Level:	3-5	ID/Repair:	5
Base Value:	400	Base Damage:	3d6
Toughness:	6	Dmg/Att Bonus:	+4

Description: The haft of this halberd has been cored, and filled with a lead rod. When the weapon is swung, the lead rod slides to the blade end of the halberd with a loud crack, adding force and weight to the blow.

Mighty Halberd

Treasure Level:	3d6	ID/Repair:	9
Base Value:	10	Base Damage:	3d6
Toughness:	6	Dmg/Att Bonus:	+10

Description: A small stamp on the blade of this weapon indicates it was constructed in the famous Mekorig Foundry by the master himself, Mekorig the Blind. You would be hard pressed to find a finer halberd anywhere in the world

Trident

Treasure Level:	1-3	ID/Repair:	1
Base Value:	100	Base Damage:	2d6
Toughness:	6	Dmg/Att Bonus:	None

Description: A variant of the farmer's pitchfork, the Trident has been used by spear fishermen since time began. Now it is the traditional weapon of sea-going warriors throughout the world.

Barbed Trident

Treasure Level:	3-5	ID/Repair:	5
Base Value:	400	Base Damage:	2d6
Toughness:	6	Dmg/Att Bonus:	+6

Description: Improving on the basic trident design, the tips of the tines have rough, backward-facing barbs. This design causes much more damage as the weapon is pulled from the victim.

War Trident

Treasure Level:	4-6	ID/Repair:	9
Base Value:	700	Base Damage:	2d6
Toughness:	6	Dmg/Att Bonus:	+12

Description: A style favored by the Imperial Regnan Navy, the two side tines of the war trident are thin and sharp to make slashing as easy as stabbing. To further impress enemies, the tines are gilded in brass, and the haft painted yellow, giving the appearance that the Regnans are fighting with golden weapons.

Gibbet

Treasure Level:	Artifact	ID/Repair:	20
Base Value:	20,000	Base Damage:	3d6
Toughness:	Artifact	Dmg/Att Bonus:	+12

Description: (Undead slaying, Dragon slaying, Demon slaying) A humorless weapon, to say the least, Gibbet was forged by Mekorig the Blind to help end the Age of Monsters, and promote the Age of Man. A noble idea, but one that hasn't worked out very well. Gibbet often goes missing for years, only to be rediscovered in some dragon's hoard by ambitious adventurers. The power of the weapon often inspires such adventurers to move the weapon to another dragon hoard, where it once again goes missing for years.

Charele

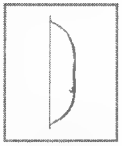
Treasure Level:	Artifact	ID/Repair:	20
Base Value:	20,000	Base Damage:	3d9
Toughness:	Artifact	Dmg/Att Bonus:	+18

Description: Built at the behest of Hareck the First during the formation of the Regnan "Empire", Charele was named after his wife, Queen Charele. It was left in Regna's only Erathian outpost during the chaos following Hareck's poisoning death in 590 A.S.

Bows and Crossbows (Bow Skill)

If a character has a bow or crossbow equipped, it is automatically used when you target faraway targets. These weapons may not be used on creatures that are standing very close to your party. Bows have a Recovery of 100.

Crude Bow



Treasure Level:	1-3	ID/Repair:	1
Base Value:	100	Base Damage:	5d2
Toughness:	3	Dmg/Att Bonus:	None

Description: A simple longbow constructed of common materials and uninspired design.

Longbow

Treasure Level:	2-6	ID/Repair:	3
Base Value:	200	Base Damage:	5d2
Toughness:	3	Dmg/Att Bonus:	+2

Description: A higher quality longbow designed after the Elven longbow, but without the Elven skill.

Elven Longbow

Treasure Level:	3-6	ID/Repair:	6
Base Value:	300	Base Damage:	5d2
Toughness:	3	Dmg/Att Bonus:	+6

Description: Etched initials at the base of the bow indicate this bow was made by master bowyer Ivan Selving's workshop during the Timber Wars of the late 600s.

Composite Bow

Treasure Level:	3-6	ID/Repair:	9
Base Value:	400	Base Damage:	5d2
Toughness:	3	Dmg/Att Bonus:	+6

Description: Composite bows are made of a variety of materials and pieces, instead of a single piece of wood. They are generally more flexible and powerful than regular bows.

Griffin Bow

Treasure Level:	4-6	ID/Repair:	12
Base Value:	500	Base Damage:	5d2
Toughness:	3	Dmg/Att Bonus:	+8

Description: The grisly materials used in this bow–a Griffin's skull and tough spine–make for a surprisingly tough and powerful bow. Needless to say, the materials are hard to harvest, and Griffins fight back much harder than yew trees.

Crossbow

Treasure Level:	1-3	ID/Repair:	1
Base Value:	50	Base Damage:	4d2
Toughness:	4	Dmg/Att Bonus:	None

Description: Although crossbows have many advantages–locking string catches, superior shot strength, easy to learn–they don't compare to the longbow when speed and range are critical.

Heavy Crossbow

Treasure Level:	3-5	ID/Repair:	5
Base Value:	200	Base Damage:	4d2
Toughness:	4	Dmg/Att Bonus:	+3

Description: These crossbows were stockpiled by Archibald just prior to the Succession War for use against his brother. As with most decisions involving death, Archibald chose wisely. These crossbows are amongst the best in the land.

Ideal Crossbow

Treasure Level:	4-6	ID/Repair:	9
Base Value:	400	Base Damage:	4d2
Toughness:	4	Dmg/Att Bonus:	+7

Description: Equipped with a hand crank and shaft sights, these exceptional crossbows are superior to all that have come before. However, where they are coming from is a mystery at this time.

Ulysses

Treasure Level:	Artifact	ID/Repair:	20
Base Value:	20,000	Base Damage:	5d2
Toughness:	Artifact	Dmg/Att Bonus:	+10

Description: (Accuracy +50, 9-12 Water damage) The Archer's dream. Ulysses requires no arrows, firing bolts of ice formed when the string is drawn back. Its origins are unknown, but the style suggests Elven make.

Ania Selving

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Base Damage:	4d2
Toughness:	Relic	Dmg/Att Bonus:	+9

Description: (Accuracy +150, Bow skill +5, Armor Class -25) Master smith Ivan Selving named this crossbow after his only daughter Ania, calling it his second best creation ever. Archers using this crossbow rarely miss their targets, but their concentration and slow, careful movements make them easy targets in return.

The Perfect Bow (Quest Item)

Treasure Level:	Special	ID/Repair:	0
Base Value:	400	Base Damage:	5d2
Toughness:	Special	Dmg/Att Bonus:	+6

Description: Quest Item: Although of high quality, this bow doesn't seem to perform nearly as well as it should. The string is too hard to pull back, it doesn't remain steady enough while aiming, and it seems a little off-balance.

The Perfect Bow (Reward)

Treasure Level:	Special	ID/Repair:	0
Base Value:	15,000	Base Damage:	5d2
Toughness:	Special	Dmg/Att Bonus:	+12

Description: This bow seems to know its wielder's strength and adjusts itself accordingly. You never have to struggle to pull the string back, and it's always easy to hold your shot until you're ready to fire. Dozens of small advantages like this in the design of the bow make for the finest weapon of its type you have ever seen.

Maces, Flails, and Clubs (Mace Skill)

Weapons in this category have good Recovery (80) and do medium damage (except for clubs, which do poor damage). At higher levels of expertise, they can stun or even paralyze their opponents.

Mace

Treasure Level:	1-3	ID/Repair:	1
Base Value:	50	Base Damage:	2d4
Toughness:	6	Dmg/Att Bonus:	None

Description: Barely more sophisticated than a normal club, the mace is slightly more effective and much more durable.

Spiked Mace

Treasure Level:	1-4	ID/Repair:	3
Base Value:	150	Base Damage:	2d4
Toughness:	6	Dmg/Att Bonus:	+2

Description: This weapon is designed to inflict good damage to both armored and unarmored opponents.

Zealot Mace

Treasure Level:	3-5	ID/Repair:	6
Base Value:	300	Base Damage:	2d4
Toughness:	6	Dmg/Att Bonus:	+5

Description: A common mace from Karigor, it displays the same superior quality of all weapons and equipment from that island.

Dwarven Morningstar

Treasure Level:	3-6	ID/Repair:	9
Base Value:	450	Base Damage:	2d4
Toughness:	6	Dmg/Att Bonus:	+8

Description: A variation of the mace, the morningstar hits slower but much harder. The spikes on the ball guarantee recipients will feel the blow, regardless of armor or hide.

Supreme Flail

Treasure Level:	3-6	ID/Repair:	12
Base Value:	600	Base Damage:	2d4
Toughness:	6	Dmg/Att Bonus:	+11

Description: A heavier, more menacing weapon than a morningstar, flails are almost as dangerous to their wielder as they are to opponents. Flails like this one are of the highest quality, thoroughly enchanted by the Warlock Guild of Nighon.

Hammer

Treasure Level:	1-3	ID/Repair:	1
Base Value:	120	Base Damage:	2d5
Toughness:	6	Dmg/Att Bonus:	None

Description: A crude, tool-like weapon, this hammer includes a wrist chain to prevent it from dropping from your hand.

War Hammer

Treasure Level:	1-4	ID/Repair:	5
Base Value:	300	Base Damage:	2d5
Toughness:	6	Dmg/Att Bonus:	+3

Description: A step up in construction quality, these hammers are commonly wielded by humanoid monsters. Since everyone knows most monsters don't make weapons, the question "where are they getting them?" arises.

Dwarven Hammer

Treasure Level:	4-6	ID/Repair:	9
Base Value:	600	Base Damage:	2d5
Toughness:	6	Dmg/Att Bonus:	+9

Description: The top of the line for the hammer family of weapons. This Dwarven hammer was constructed in the forges of Stone City, and every feature is perfect–balance, weight, handle material, head construction. All the best possible with modern metallurgical techniques.

Club

Treasure Level:	1-3	ID/Repair:	0
Base Value:	1	Base Damage:	1d3
Toughness:	3	Dmg/Att Bonus:	None

Description: A primitive weapon usable by even the stupidest of monsters. This club is constructed of Erathian oak.

Spiked Club

Treasure Level:	1-4	ID/Repair:	2
Base Value:	40	Base Damage:	1d3
Toughness:	3	Dmg/Att Bonus:	+3

Description: An improvement over the simple club, this spiked club will inflict nastier wounds.

Steel Club

Treasure Level:	3-5	ID/Repair:	4
Base Value:	100	Base Damage:	1d3
Toughness:	3	Dmg/Att Bonus:	+5

Description: The symmetry and length of the knob at the end of the club is the only feature that distinguishes this club from a mace. The balance is good, the construction is solid, but it *is* still a club, and you can't expect that much from it. Probably of Goblin manufacture.

Mash

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Base Damage:	1d3
Toughness:	Relic	Dmg/Att Bonus:	+15

Description: (Might +150, Intellect -40, Personality -40, Speed -40) It is said that Mash was the answer to the First Ogre's prayer to the Gods for a weapon that would make it stronger than anything else. Annoyed, the Gods cursed the First Ogre with Mash, and all Ogres have since borne the mark of that act–strong, but slow, dull, and stupid. In any event, Mash is yours, now.

Justice

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Base Damage:	2d4
Toughness:	Relic	Dmg/Att Bonus:	+14

Description: (Undead slaying, of Mind magic, of Body magic, -40 Speed, Good) Forged in the halcyon days at the beginning of the Church of the Sun, Justice is a powerful weapon for Good. At the cost of a speed, Justice is one of the mightiest relics a Paladin or Cleric can wield for the Path of Light.

Mekorig's Hammer

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Base Damage:	2d5
Toughness:	Relic	Dmg/Att Bonus:	+13

Description: (Of Spirit magic, Might +75, Air Resistance -50) This is the very hammer the great Mekorig the Blind used to turn out so much of the world's finest enchanted equipment during his many years as Master of the Mekorig Foundry. The hammer's connection to the elements leaves the wielder vulnerable to elemental magic, but it is a small price to pay for the enhanced Self ability and Might the hammer provides.

Staves (Staff Skill)

Staves are slow (Recovery 100) and do medium damage at best, but are the best weapons for Sorcerers (who can attain higher expertise in Staff than in any other weapon). Monks that attain grand master Staff can use the skill in combination with their Unarmed skill to devastating effect.

Staff

Treasure Level:	1-3	ID/Repair:	1
Base Value:	40	Base Damage:	2d4
Toughness:	3	Dmg/Att Bonus:	None

Description: The staff is the common weapon of the oppressed.

Iron Core Staff

Treasure Level:	3-5	ID/Repair:	5
Base Value:	250	Base Damage:	2d4
Toughness:	3	Dmg/Att Bonus:	+3

Description: This staff has been filled with iron to give a harder punch than an ordinary staff, while appearing to be nothing more than a fancy walking stick. The wood is polished ash, carved with a tasteful design.

Wizard Staff

Treasure Level:	4-6	ID/Repair:	9
Base Value:	500	Base Damage:	2d4
Toughness:	3	Dmg/Att Bonus:	+7

Description: A weird combination of wood, glass, and aluminum form the staff, while a crystalline skull tops it. The whole weapon is bound together with glue and strong enchantments to make one of the lightest, strongest staves in the world.

Ethric's Staff

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Base Damage:	2d4
Toughness:	Relic	Dmg/Att Bonus:	+9

Description: (Of Dark Magic, Meditation skill +15, Decrease Hit Points over time, Evil) Much more a tool than a weapon, Ethric's Staff was fashioned by the world's first Lich–Ethric the Mad. The staff magnifies Dark magic, drawing from the life force of its user. Since Ethric's life force was magically sustained, this wasn't a problem for him. Mortals, however, will slowly feel their life force drain away while they hold the staff.

Blasters (Blaster Skill)

Blasters are, basically, ray guns. They do good damage on their attacks, but what makes them particularly devastating is how fast they are. The have the lowest attack Recovery (30) of any weapon in the game.

Blaster

Treasure Level:	None	ID/Repair:	30
Base Value:	0	Base Damage:	3d5
Toughness:	10	Dmg/Att Bonus:	+8

Description: A weapon of awesome power, almost certainly created during the Time of Wonders.

Blaster Rifle

Treasure Level:	None	ID/Repair:	30
Base Value:	0	Base Damage:	5d5
Toughness:	10	Dmg/Att Bonus:	+12

Description: The finest of personal weapons made during the Time of Wonders, Blaster Rifles can deal death faster than any weapon you have ever seen.

Armor

Leather, Chain, and Plate armor require their respective skills to wear. The same goes for Shields. All of these items add to the Recovery time of attacks. Helmets, Gauntlets, Boots, and Capes don't require any particular skill to use and don't add to Recovery. They also can be worn by characters without negating their Dodging skill. This is an important consideration, particularly for Monks.

Leather Armor (Leather Skill)

Leather Armor is the lightest worn armor, so it is both the least encumbering (Recovery +10) and offers the least protection.

Leather Armor

Treasure Level:	1-2	ID/Repair:	1
Base Value:	150	Armor Class:	+4
Toughness:	3		

Description: Leather armor is the lightest and most easily worn armor, but it offers less protection than the heavier armors. The leather in this suit was improperly cured and still stinks of the chemicals used in its production.

Studded Leather

Treasure Level:	2-4	ID/Repair:	4
Base Value:	250	Armor Class:	+6
Toughness:	3		

Description: This suit of leather armor is held together with bronze studs instead of leather straps. This construction makes it a bit stronger, but also a bit heavier.

Officer's Leather

Treasure Level:	3-5	ID/Repair:	8
Base Value:	450	Armor Class:	+10
Toughness:	3		

Description: An otherwise ordinary suit of leather armor, this suit is imbued with a subtle enchantment that strengthens the material against blows without increasing weight.

Regnan Leather

Treasure Level:	4-6	ID/Repair:	10
Base Value:	750	Armor Class:	+16
Toughness:	3		

Description: Standard issue leather armor for officers in the Regnan Navy. All such leather armor receives enchantments to strengthen and lighten it during its creation in the Regnan Armories.

Royal Leather

Treasure Level:	5-6	ID/Repair:	12
Base Value:	1,150	Armor Class:	+24
Toughness:	3		

Description: Only a few suits like this one have been made, and all were special orders for members of the royal family of Erathia–the Gryphonhearts. This one had to come from one of three places: Stolen from the palace armory, taken on the battlefield, or robbed from a grave.

Hareck's Leather

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Armor Class:	+30
Toughness:	Relic		

Description: (Stealing skill +5, Disarm skill +5, Water Walking, Luck +50, All Resistances -10) This leather armor was specially built by the Regnan armory for Hareck the First,.Lord of Regna, and Emperor of the Endless Ocean. The armor did everything a glorified pirate like Hareck could hope for, except protect him from poison. The mighty first Emperor of Regna died just after dinner while wearing the armor, poisoned by his wife's hand.

Chain Armor (Chain Skill)

Chain is the medium class of armor, and offers good protection while adding 20 to a character's Recovery time.

Chain Mail

Treasure Level:	1-3	ID/Repair:	1
Base Value:	400	Armor Class:	+8
Toughness:	6		

Description: Chain mail is an armor formed of small, interlocking loops of metal. It looks like someone forgot to oil the rings, or maybe left it out in the rain because rust has begun to form in the armpits and under the collar.

Steel Chain Mail

Treasure Level:	2-4	ID/Repair:	5
Base Value:	600	Armor Class:	+12
Toughness:	6		

Description: This suit of chain mail is made of steel and is actually lighter than similar suits made of plain iron. Thin rings were used in its construction, but the steel composition makes them very strong.

Fine Chain Mail

Treasure Level:	3-5	ID/Repair:	10
Base Value:	900	Armor Class:	+18
Toughness:	6		

Description: Very high-quality steel is reinforced with fine studded leather to soften blows while minimizing weight. The leather portions are quite artistic and pleasing to the eye.

Resplendent Chain Mail

Treasure Level:	4-6	ID/Repair:	15
Base Value:	1,300	Armor Class:	+26
Toughness:	6		

Description: A distinctive suit of armor meant to aid recognition of officers during battle. Besides just looking good, the armor is amongst the lightest, most supple chain mail available.

Golden Chain Mail

Treasure Level:	5-6	ID/Repair:	20
Base Value:	1,800	Armor Class:	+36
Toughness:	6		

Description: A very rare suit of armor turned out by the Heavenly Forges of Governor Padish before the Silence. The armor was originally worn strictly by the Governor's highest military officers as a badge of office. It is not just for show; this chain mail is lighter, stronger, and more supple than any other chain in the world.

Governor's Armor

Treasure Level:	Artifact	ID/Repair:	20
Base Value:	20,000	Armor Class:	+36
Toughness:	Artifact		

Description: (Half damage from missile attacks, +10 to all statistics) Owned by Colonial Governor Padish at the Time of the Silence, this fantastic armor has resurfaced in many of the great treasure hoards throughout history. Like most creations turned out by the Heavenly Forge, it is nearly indestructible, and its like can no longer be made by any forge in the land.

Elven Chainmail

Treasure Level:	Artifact	ID/Repair:	20
Base Value:	15,000	Armor Class:	+30
Toughness:	Artifact		

Description: (of Recovery, +15 Speed, +15 Accuracy, Elven) Elven chainmail was more common before the wars against the humans and the Goblins. Centuries of combat combined with the degradation of armorsmithing skills have reduced the number of sets of Elven chainmail to almost none. The effect of using lighter materials and custom designing the armor to only fit Elves grants the wearer more freedom of movement, allowing faster, more accurate attacks.

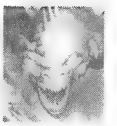


Plate Armor (Plate Skill)

Plate armor is the heaviest armor, so tends to offer the most protection. It also slows its wearer down (Recovery +30).

Plate Armor

Treasure Level:	3-5	ID/Repair:	1
Base Value:	1,000	Armor Class:	+20
Toughness:	9		

Description: Plate armor is the strongest armor available. It is much heavier than other suits of armor, and requires considerable practice to get used to wearing. This suit is made of iron, and the workmanship is unremarkable.

Splendid Plate Armor

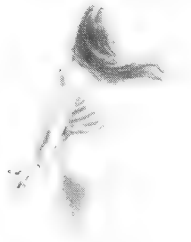
Treasure Level:	4-6	ID/Repair:	8
Base Value:	1,400	Armor Class:	+28
Toughness:	9		

Description: Forged in an Erathian armory, this suit of plate armor bears a recent stamp: B.R., Steadwick Foundry, 1151. The initials are those of Byron Rockermann, Royal armorsmith of Erathia. His work is competent and elegant.

Noble Plate Armor

Treasure Level:	5-6	ID/Repair:	20
Base Value:	2,700	Armor Class:	+54
Toughness:	9		

Description: A suit of armor so fine could only have come from the forge of the Master himself–Mekorig the Blind. Indeed, this one bears the initials of his son, Kasev Mekorig near the heel. The joints move easily, and the metal has a curious triple-plated construction that makes it thin and light, yet incredibly strong. Padding is comfortable, too.



Yoruba

Treasure Level:	Artifact	ID/Repair:	20
Base Value:	20,000	Armor Class:	+60
Toughness:	Artifact		

Description: (Immunity to Diseased, Insane, Paralyzed, Poisoned, Asleep, and Stoned conditions, Endurance +25) Named after its owner and creator, Yoruba is an extremely tough, magic-resistant suit of plate mail. Because of the armor's prohibitive expense, it was built in piecemeal fashion–and it shows. Different pieces are made of different materials, with the most expensive ones in the breastplate. There are two puncture holes in the breastplate that the original owner never repaired, possibly for sentimental reasons.

Shields (Shield Skill)

Shields are held in the left hand, so if a character is using one, he or she gives up the possibility of using a two-weapon attack. The obvious benefit is that shields give their wielders more protection in the form of a higher Armor Class. Shield use slows down a character somewhat (Recovery +10).

Goblin Shield

Treasure Level:	1-3	ID/Repair:	1
Base Value:	200	Armor Class:	+6
Toughness:	4		

Description: A simple, old shield with crude markings on its face. Ugly, but practical.

Wooden Shield

Treasure Level:	1-3	ID/Repair:	4
Base Value:	300	Armor Class:	+7
Toughness:	4		

Description: This shield is made of wood framed by iron. It is heavy, but well constructed and in good condition.

Horseman's Shield

Treasure Level:	3-4	ID/Repair:	8
Base Value:	400	Armor Class:	+9
Toughness:	4		

Description: Narrow and tapered at the bottom, this shield is intended for battle on horseback, but will work just fine on foot. Construction is tight and materials are tough–it should be able to resist a direct spear thrust.

Sterling Shield

Treasure Level:	3-6	ID/Repair:	12
Base Value:	500	Armor Class:	+13
Toughness:	4		

Description: Made of a lightweight metal, this shield has a foundry stamp from the Kelebrim armory. Though light, the material is very strong, and the metal is welded almost seamlessly.

Phynaxian Shield

Treasure Level:	5-6	ID/Repair:	16
Base Value:	800	Armor Class:	+19
Toughness:	4		

Description: These shields were forged by the Phynaxian empire during its brief rise to power on the steppes of southern Erathia (790-864). They are made of *stalt*, a metal that takes well to enchantment, and contributed heavily to Phynaxian military might. Unfortunately, very little of the metal could be mined, and Phynaxia fell in 864 A.S. to an Elvish offensive.

Wooden Buckler

Treasure Level:	1-3	ID/Repair:	1
Base Value:	100	Armor Class:	+4
Toughness:	4		

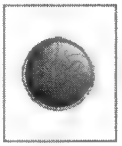
Description: A small wood buckler designed to protect against arrows without encumbering its wielder. The quality is amateurish, but it's in good condition and will serve its purpose.

Bronze Shield

Treasure Level:	1-3	ID/Repair:	4
Base Value:	200	Armor Class:	+6
Toughness:	4		

Description: Bronze shields are lighter than iron shields of the same size, but aren't nearly as strong.

Metal Shield



Treasure Level:	3-4	ID/Repair:	8
Base Value:	300	Armor Class:	+8
Toughness:	4		

Description: The pretty, red design on the surface of this shield means it's from Deyja, and the paint isn't paint. Emulsifiers and preservatives help to retain the original color.

Alloyed Shield

Treasure Level:	3-6	ID/Repair:	12
Base Value:	450	Armor Class:	+12
Toughness:	4		

Description: The exact mixture of metals in these strong shields has been lost for hundreds of years. Attempts to rediscover the process used to make them have been miserable failures. There is absolutely nothing enchanted or magical about these shields–any enchantment they carry was added after they were created.

Majestic Shield

Treasure Level:	5-6	ID/Repair:	16
Base Value:	750	Armor Class:	+18
Toughness:	4		

Description: The dark, golden color of these shields is actually a flaw. About 50 of these shields were turned out by the Heavenly Forge as it began to fail. Although imperfect, they are second only to shields built by the Forge in its prime.

Glory Shield

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Armor Class:	+24
Toughness:	Relic		

Description: (Of Spirit Magic, Shield skill +5, Body Resistance -10, Mind Resistance -10) One of five such shields known to exist, the Glory Shield was built during the Time of Wonders. It was especially tuned to promote Spirit Magic, but that same attunement leaves the wielder somewhat open to Spirit-based attacks.

Kelebrim

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Armor Class:	+20
Toughness:	Relic		

Description: (Immunity to Stoned condition, Half damage from missile attacks, Endurance +50, Earth Resistance -30) One of the first shields to issue from the Kelebrim Foundry, this one bears the simple stamp "Kelebrim" on the inside under the hand strap. It has very powerful enchantments meant to protect from Medusa gazes, but like many grand enchantments, it comes with a flaw. Kelebrim weakens its owner's resistance to Earth Magic.

Cloaks and Capes

Leather Cloak

Treasure Level:	1-5	ID/Repair:	2
Base Value:	50	Armor Class:	+1
Toughness:	2		

Description: A simple traveler's cloak.

Huntsman's Cloak

Treasure Level:	1-5	ID/Repair:	5
Base Value:	150	Armor Class:	+3
Toughness:	2		

Description: A huntsman's cloak colored green to make the wearer difficult to see in the forest. Not much to look at, but it serves its purpose.

Ranger's Cloak

Treasure Level:	3-5	ID/Repair:	9
Base Value:	250	Armor Class:	+5
Toughness:	2		

Description: Woven from plant fibers found in the Tularean Forest, these cloaks are the traditional garb of the Elven Rangers.

Elegant Cloak

Treasure Level:	3-6	ID/Repair:	14
Base Value:	450	Armor Class:	+7
Toughness:	2		

Description: This cloak is of the quality preferred by wealthy nobles and royalty. It is hard to find better.

Glorious Cloak

Treasure Level:	3-6	ID/Repair:	20
Base Value:	750	Armor Class:	+9
Toughness:	2		

Description: Almost all cloaks like this one come with some sort of enchantment. The Warlocks of Nighon employ legions of mentally enslaved people to perform the tedious weaving and ritual spellcasting necessary to make these cloaks.

Cloak of the Sheep

Treasure Level:	Artifact	ID/Repair:	30
Base Value:	15,000	Armor Class:	+10
Toughness:	Artifact		

Description: (Immunity to Diseased, Insane, Paralyzed, Poisoned, Asleep, and Stoned conditions, Intellect -20, Personality -20)

Twilight

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Armor Class:	+13
Toughness:	Relic		

Description: (Speed +50, Luck +50, All resistances -15, Evil) The sinister Twilight Cloak has been used by spies and assassins for centuries. The nature of the enchantment is so beneficial to those professions that the loss of magical resistance is easily overlooked.

Sun Cloak

Treasure Level:	Special	ID/Repair:	0
Base Value:	2,500	Armor Class:	+11
Toughness:	Special		

Description: Increases the effects of all Light spells. This cloak signifies the highest rank attainable by a Priest of the Sun. No more than nine of these cloaks were ever made–one for each member of the High Council of the Sun.

Moon Cloak

Treasure Level:	Special	ID/Repair:	0
Base Value:	2,500	Armor Class:	+11
Toughness:	Special		

Description: Increases the effects of all Dark spells. This cloak signifies the highest rank attainable by a Priest of the Moon. No more than nine of these cloaks were ever made–one for each member of the High Council of the Moon.

Vampire's Cape

Treasure Level:	Special	ID/Repair:	0
Base Value:	2,500	Armor Class:	+9
Toughness:	Special		

Description: (+10 Intellect and Luck) Small wonder such a cape as this would be found on a Vampire. The cape prevents sunlight from reaching the body, but is unable to protect the face.

Gauntlets

Gauntlets

Treasure Level:	1-5	ID/Repair:	2
Base Value:	100	Armor Class:	+3
Toughness:	6		

Description: Low-quality iron gauntlets with cloth linings to prevent blisters.

Steel Gauntlets

Treasure Level:	1-5	ID/Repair:	5
Base Value:	250	Armor Class:	+6
Toughness:	6		

Description: This pair of gauntlets is made of steel and decorated with brass tracery along the outside of the palm and back of the hand. It is in good repair and well oiled.

Silver Mesh Gauntlets

Treasure Level:	3-5	ID/Repair:	9
Base Value:	450	Armor Class:	+8
Toughness:	6		

Description: A marvelous achievement, these gauntlets were forged and woven by the Dwarves of Stone City. They offer both flexibility and strong protection. The only trouble is that the wearer's skin is sometimes caught in the mesh, leading to painful pinches.

Dragon Hide Gauntlets

Treasure Level:	3-6	ID/Repair:	14
Base Value:	650	Armor Class:	+10
Toughness:	6		

Description: A high-quality gauntlet, it offers both flexibility and protection. The joints are reinforced, yet are "soft" enough to permit nearly normal hand motion.

Mogred Gauntlets

Treasure Level:	3-6	ID/Repair:	20
Base Value:	850	Armor Class:	+12
Toughness:	6		

Description: Made from the hide of the Mogred beast on Karigor, these gauntlets are tough, supple, and magic resistant. The two red spots used to have poisonous spines growing from them.

Hands of the Master

Treasure Level:	Artifact	ID/Repair:	20
Base Value:	20,000	Armor Class:	+12
Toughness:	Artifact		

Description: (Unarmed skill +10, Dodging skill +10) The Hands of the Master are meant for Monks, but a few Thieves have put them to use with excellent results. Most of the owners have gone on to fame and fortune, but the last one obviously didn't do so well.

Forge Gauntlets

Treasure Level:	Artifact	ID/Repair:	20
Base Value:	15,000	Armor Class:	+10
Toughness:	Artifact		

Description: (+30 Fire Resistance, +15 Might, +15 Endurance, Dwarven) Forge Gauntlets were created by Mekorig for his assistants to aid them in helping him. Extending the already amazing Dwarven might and endurance, the gauntlets also grant exceptional resistance to fire–necessary in a forge as hot as Mekorig's.

Boots

Leather Boots

Treasure Level:	1-5	ID/Repair:	2
Base Value:	50	Armor Class:	+2
Toughness:	3		

Description: These boots are made of soft leather for a more comfortable fit, but they offer little protection in combat.

Steel Plated Boots

Treasure Level:	2-5	ID/Repair:	5
Base Value:	250	Armor Class:	+6
Toughness:	3		

Description: This pair of leather boots has been fitted with steel plates on the top of the foot and at the shin.

Ranger Boots

Treasure Level:	3-5	ID/Repair:	9
Base Value:	450	Armor Class:	+8
Toughness:	3		

Description: A quality set of Erathian leather boots. This pair has the usual features of Erathian leather craftsmanship: soft, water resistant, and quiet.

Knight's Boots

Treasure Level:	4-6	ID/Repair:	14
Base Value:	650	Armor Class:	+10
Toughness:	3		

Description: Polished silver boots with velvet interiors, these boots are lighter than steel boots and far more comfortable. They look pretty snappy, too.

Paladin Boots

Treasure Level:	4-6	ID/Repair:	20
Base Value:	850	Armor Class:	+12
Toughness:	3		

Description: Made in the forge of Byron Rockermann, these silver and steel boots are amongst the best in the world. The are enormously strong, yet fit comfortable and flexibly in all the right spots.

Seven League Boots

Treasure Level:	Artifact	ID/Repair:	20
Base Value:	20,000	Armor Class:	+15
Toughness:	Artifact		

Description: (Speed +40, of Water Magic) So named for their boost to their wearer's reflexes and pace, the boots' true function is to ease the use of Water Magic in order to speed travel. Anyone using the boots is destined for greatness, but not necessarily honor. Much mischief can be attributed to previous owners of these boots.

Hermes' Sandals

Treasure Level:	Artifact	ID/Repair:	30
Base Value:	0	Armor Class:	+20
Toughness:	Artifact		

Description: (+100 Speed, +50 Accuracy, +50 Air Resistance, Regenerate SP and HP over time, and Feather Falling) Rumored to be the footwear of a god, these winged sandals confer enormous power on the wearer.

Helmets/Crowns/Hats

Helmets offer bonuses to Armor Class, while hats and crowns merely act as targets for enchantments. An unenchanted crown or hat will do your characters no good, so you should sell them off.

Horned Helm

Treasure Level:	1-3	ID/Repair:	1
Base Value:	80	Armor Class:	+2
Toughness:	6		

Description: This cheap helm is better suited for a costume party than a battle. The horns have been glued onto a rigid leather cap dyed black to make it look scarier. The material is brittle and flaky, and will probably come apart at just the wrong time.

Conscript's Helm

Treasure Level:	1-4	ID/Repair:	4
Base Value:	260	Armor Class:	+6
Toughness:	6		

Description: The simple style and uniformity of these helms is meant to strike terror into the hearts of enemies when they see row upon row of bronze, spiked helms marching toward them.

Full Helm

Treasure Level:	3-5	ID/Repair:	8
Base Value:	460	Armor Class:	+8
Toughness:	6		

Description: This helm design has been used by the Elves of Erathia since before the Silence. It is composed of silver and steel and is very strong.

Phynaxian Helm

Treasure Level:	3-6	ID/Repair:	10
Base Value:	660	Armor Class:	+10
Toughness:	6		

Description: Worn by Phynaxian Dragoons during the expansion of their empire a few hundred years ago, these helms are tough, flexible, and light. They are made of two strips of dragonhide bound together with *stalt* metal studs.

Mogred Helm

Treasure Level:	4-6	ID/Repair:	12
Base Value:	860	Armor Class:	+12
Toughness:	6		

Description: Partially made from the skull of the ferocious Mogred beast in Karigor, these helms grow more uncommon every year as the Mogreds approach extinction. Two poisonous spines used to grow from the red spots on the front of the helm.

Peasant Hat

Treasure Level:	2-5	ID/Repair:	1
Base Value:	20	Armor Class:	+0
Toughness:	2		

Description: A common, cloth hat with a feather stuck in the band to add a dash of style.

Traveler's Hat

Treasure Level:	3-5	ID/Repair:	4
Base Value:	100	Armor Class:	+0
Toughness:	2		

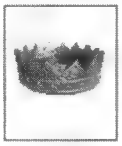
Description: A simple hat meant to keep sun and dust off a traveler's head.

Fancy Hat

Treasure Level:	3-6	ID/Repair:	8
Base Value:	200	Armor Class:	+0
Toughness:	2		

Description: The latest in fashion, this hat hearkens back to more of a working class style. It isn't really the hat that's in style, it's the working man that young nobles are trying to emulate–who in turn seeks to emulate the nobleman.

Crown



Treasure Level:	2-5	ID/Repair:	20
Base Value:	250	Armor Class:	+0
Toughness:	4		

Description: This is a cheap crown of the sort that primitive Goblins wear to mock human customs. The metal is bronze, and the gem is made of glass.

Noble Crown

Treasure Level:	3-5	ID/Repair:	25
Base Value:	450	Armor Class:	+0
Toughness:	4		

Description: A fine, if somewhat ostentatious crown made with gold leaf and large, high-quality amethysts. It suits nobles of your station well.

Regal Crown

Treasure Level:	3-6	ID/Repair:	30
Base Value:	650	Armor Class:	+0
Toughness:	4		

Description: Crowns of this sort are typically created with the use of magic to enhance their susceptibility to magic. If found with no enchantments whatsoever, the crown was probably left unfinished for some reason.

Mind's Eye

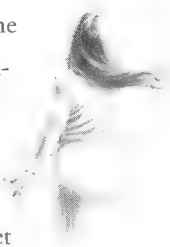
Treasure Level:	Artifact	ID/Repair:	20
Base Value:	15,000	Armor Class:	+10
Toughness:	Artifact		

Description: (+15 Intellect, +15 Personality, Regenerate SP, Human) Mind's Eye was created by Mekorig for the Great Druid, Larette Weisman. While enhancing both intellect and personality, Mind's Eye regenerates the wearer's mana and also provides head protection. Unfortunately, Mind's Eye will only fit on the head of a human.

Taledon's Helm

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Armor Class:	+14
Toughness:	Relic		

Description: (Of Light Magic, Personality +15, Might +15, Luck -40, Good) Owned by Taledon, Divine High Priest and High Holy Conduit of the Church of the Sun from 870 A.S., this powerful helm probably contributed to his untimely death in 881. It is said that an object may take only so much enchantment–try to put too much in, and something negative squeezes out. In this case, the negative made the wearer profoundly unlucky. Taledon, arguably the most powerful figure of his time, veteran diplomat, soldier, and priest, was crushed beneath the wheels of a runaway peasant's wagon while crossing the street in Steadwick.



Scholar's Cap

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Armor Class:	+2
Toughness:	Relic		

Description: (Learning skill +15, Endurance -50) The Scholar's Cap vastly improves the ability of the mind to absorb and retain experiences. The effect is so intense that wearers frequently forget to care for their bodies while swimming in the sea of their thoughts.

Phynaxian Crown

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Armor Class:	See Description
Toughness:	Relic		

Description: (Of Fire Magic, Water Resistance +50, Personality +30, Armor Class -20) This is the lost (WAS the lost) crown of the short-lived Empire of Phynaxia. When worn, the crown's jewels smolder with barely restrained Fire magic, and cast reddish light upon the face of the wearer. The crown amplifies any skill in Fire magic the wearer may have, and fiercely resists water-based attacks.

Shadow's Mask

Treasure Level:	Special	ID/Repair:	0
Base Value:	15,000	Armor Class:	+12
Toughness:	Special		

Description: (+3 Stealing and Disarm Trap skills) A mask designed to hide the identity of the wearer, it has also been magically enhanced to offer good protection and to aid thiefly pursuits.

Belts, Amulets, and Rings

These item classes don't offer any bonuses to you unless they're enchanted. Enchanted belts, amulets, and rings, however, are important to your character's advancement, particularly at later levels of the game when character levels are harder to attain and skills cost many Skill Points to advance. A character may wear one belt, one amulet, and *eight* rings.

Belts

Leather Belt

Treasure Level:	2-5	ID/Repair:	1
Base Value:	40	Armor Class:	+0
Toughness:	3		

Description: A peasant's belt. This one is made of poorly cured leather and rusting iron studs.

Fine Belt

Treasure Level:	2-5	ID/Repair:	3
Base Value:	100	Armor Class:	+0
Toughness:	3		

Description: A well-crafted belt of well-tanned leather and fine stitching. The buckle is made of polished silver.

Strong Belt

Treasure Level:	3-5	ID/Repair:	6
Base Value:	450	Armor Class:	+0
Toughness:	3		

Description: A tough, yet high-quality leather belt. This one was probably made in western Erathia.

Silver Belt

Treasure Level:	3-6	ID/Repair:	9
Base Value:	450	Armor Class:	+0
Toughness:	3		

Description: A very nicely made silver belt, this one is old, but well cared for. There's no trace of tarnish on any of the links–just a bit of wear around the buckle.

Gilded Belt

Treasure Level:	3-6	ID/Repair:	12
Base Value:	600	Armor Class:	+0
Toughness:	3		

Description: Gaudy to an extreme, this belt is made of sold 14 karat gold. Each link has a different, low-quality image stamped on its face. Tasteless, but valuable.

Hero's Belt

Treasure Level:	Artifact	ID/Repair:	20
Base Value:	15,000	Armor Class:	+0
Toughness:	Artifact		

Description: (+5 Armsmaster skill, +15 Might, Regenerate Hit Points, Male) Designed for Saint Perci, this belt confers martial prowess, exceptional strength, and regeneration. Saint Perci used the belt quite extensively, but even with its help he wasn't able to stave off death at the hands of Wromthrax the dragon.

Titan's Belt

Treasure Level:	Relic	ID/Repair:	30
Base Value:	30,000	Armor Class:	+0
Toughness:	Relic		

Description: (Might +75, Speed -40) Like so many similar items, the Titan's Belt increases the Might of its wearer at the expense of Speed. The only difference with this relic is the magnitude of the trade off.

Rings

Brass Ring

Treasure Level: 1-4
Base Value: 100
Toughness: 7
ID/Repair: 2

Description: A tarnished brass ring. Polished up, you might be able to sell it for something....but don't expect much.

Pearl Ring

Treasure Level: 1-4
Base Value: 300
Toughness: 7
ID/Repair: 6

Description: A large, imperfect pearl adorns this otherwise unremarkable gold ring.

Platinum Ring

Treasure Level: 3-5
Base Value: 500
Toughness: 7
ID/Repair: 9

Description: At first glance silver, this ring is actually made of platinum. The gemstone is a small, flawed diamond.

Emerald Ring

Treasure Level: 3-5
Base Value: 700
Toughness: 7
ID/Repair: 12

Description: A large, cut emerald adorns an otherwise plain silver ring.

Sapphire Ring

Treasure Level: 3-5
Base Value: 900
Toughness: 7
ID/Repair: 15

Description: Three small sapphires are mounted at the top of this silver and gold ring. Rings of this quality are often enchanted.

Warlock's Ring

Treasure Level: 3-5
Base Value: 1,100
Toughness: 7
ID/Repair: 18

Description: This complex and gaudy arrangement of amethysts on platinum can be appealing, if you like that sort of thing.

Enchanted Ring

Treasure Level: 3-6
Base Value: 1,300
Toughness: 7
ID/Repair: 21

Description: A rare gem-within-a-gem of emerald and garnet is set upon a fine gold ring.

Dazzling Ring

Treasure Level: 3-6
Base Value: 1,500
Toughness: 7
ID/Repair: 24

Description: A beautiful rosette of rubies and emeralds on gold backing. The ring itself is platinum.

Wizard Ring

Treasure Level: 2-6
Base Value: 1,700
Toughness: 7
ID/Repair: 27

Description: Three perfect garnets set into silver belie the enchantments used to create this ring. Handling the ring for long makes your hand tingle.

Angel's Ring

Treasure Level: 5-6
Base Value: 2,000
Toughness: 7
ID/Repair: 30

Description: A very strange brown stone (petrified wood?) is mounted on a metal that looks like gold, but is much lighter.

Ruler's Ring

Treasure Level: Artifact
Base Value: 20,000
Toughness: Artifact
ID/Repair: 20

Description: (Of Mind Magic, of Dark Magic) The Ruler's Ring was made in 744 A.S. by Joshua Stom, chief alchemist for the Warlocks of Nighon. Although not an inherently evil artifact, the ring was created to control and conquer, nothing more.

Lady's Escort

Treasure Level: Artifact
Base Value: 15,000
Toughness: Artifact
ID/Repair: 20

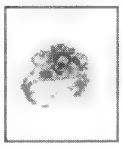
Description: (Water Walking, Feather Falling, of Protection, Female) A magical "escort" designed by the mage Terrax for one of his female friends who had to travel quite far to reach him. The ring protects the wearer from elements, falling, and drowning. Unfortunately, she traveled to Erathia and the ring disappeared soon after.

Ghost Ring

Treasure Level: Special
Base Value: 2,500
Toughness: Special
ID/Repair: 0

Description: An odd ring that feels strangely warm to the touch. It enhances the wearer's connection to the spirit.

Faerie Ring



Treasure Level: Special
Base Value: 2,500
Toughness: Special
ID/Repair: 0

Description: A rare and very powerful ring made by Faeries. Few mortals ever see such as this!

Amulets

Eyeball Amulet

Treasure Level: 2-5
Base Value: 500
Toughness: 4
ID/Repair: 2

Description: This strange amulet has a glass eye on the end of a cheap brass chain. A novelty, but probably not worth much.

Bronze Amulet

Treasure Level: 2-5
Base Value: 750
Toughness: 4
ID/Repair: 5

Description: A baroque bronze amulet with an ill-defined image stamped on the face. Cheap and tasteless.

Witch's Amulet

Treasure Level: 3-5
Base Value: 1,000
Toughness: 4
ID/Repair: 9

Description: A plaster cast of a baby's hand was used to form this strange silver amulet. There is some unidentifiable symbol stamped in the center of the amulet.

Death's Head Pendant

Treasure Level: 3-6
Base Value: 1,250
Toughness: 4
ID/Repair: 14

Description: Straight out of Deyja, this is just the sort of thing you would expect from Necromancers. The silver skull in the center is modeled from a real, shrunken skull, and the tiny rubies in the eyes glow in the dark.

Sun Amulet

Treasure Level: 3-6
Base Value: 1,500
Toughness: 4
ID/Repair: 20

Description: A glorious gold amulet with the ancient symbol of the sun in the center. The amulet is from Karigor, and the craftsmanship is flawless.

Clanker's Amulet

Treasure Level: Artifact
Base Value: 15,000
Toughness: Artifact
ID/Repair: 0

Description: A mighty tool for alchemists, this amulet was the secret to Clanker's success. Alchemy skill +15.

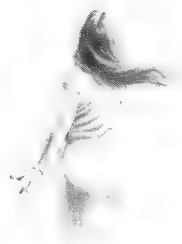
Medusa's Mirror

Treasure Level: Special
Base Value: 15,000
Toughness: Special
ID/Repair: 0

Description: The user of this mirror is completely immune to stoning effects. Would have been nice to have this earlier.

Enchanting Items

The higher an item's treasure level, the greater its chance of gaining an enchantment. When higher treasure level items get enchantments, those enchantments are stronger. Some enchantments are gained by weapons, some by non-weapon items, and some by both. When items are enchanted, they usually get "Of Something" applied to their name. For instance, an enchanted halberd could become a "Halberd of Poison" or a "Halberd of Recovery." Some effects add an adjective before the item name as in "Vampiric Halberd," or "Rogues' Halberd."



In the tables below, if the *Value Bonus* is a number, then it's added to a normal item's Base Value. Multipliers like "x 2" multiply an item's Base Value. Items that provide bonuses of unspecified amounts provide a bonus according to their treasure level as follows:

Table 8-1. Treasure Level Bonuses

Treasure Level	*Stat Bonus*
1	0
2	1-5
3	3-8
4	6-12
5	10-17
6	15-25
Such items have a Value Bonus = (100 x Stat Bonus).	

Table 8-2. Weapon Enchantments

Enchantment	*Effect*	*Value Bonus*
of The Gods	+10 to all attributes	3,000
of Carnage	Explosive impact (bows only)	5,000
of Cold	Adds 3-4 points of Cold damage	500
of Frost	Adds 6-8 points of Cold damage	1,000
of Ice	Adds 9-12 points of Cold damage	2,000
of Sparks	Adds 2-5 points of Air damage	500
of Lightning	Adds 4-10 points of Air damage	1,000
of Thunderbolts	Adds 6-15 points of Air damage	2,000
of Fire	Adds 1-6 points of Fire damage	500
of Flame	Adds 2-12 points of Fire damage	1,000
of Infernos	Adds 3-18 points of Fire damage	2,000
of Poison	Adds 5 points of Body damage	500
of Venom	Adds 8 points of Body damage	1,000
of Acid	Adds 12 points of Body damage	2,000
Vampiric	Drains Hit Points from target and gives them to wielder	x 2
Demon Slaying	Double damage vs. Demons	x 2
Dragon Slaying	Double damage vs. Dragons	x 2
of Darkness	Drains Hit Points as Vampiric and reduces Recovery	x 3
of the Dragon	Adds 10-20 points of Fire damage and +25 to Might	3,000
Elf Slaying	Double damage against Elves	x 2
Undead Slaying	Double damage against Undead	x 2
of David	Double damage against Titans	x 2
Assassins'	Adds 5 points of Body damage, +5 Disarm Traps	1,000
Barbarians'	Adds 6-8 points of Cold damage, +5 Armor Class	1,500
Swift	Reduces recovery	x 2

Table 8-3. Non-Weapon Enchantments

Enchantment	*Effect*	*Value Bonus*
of Might	Boosts Might	100 x Stat Bonus
of Thought	Boosts Intellect	100 x Stat Bonus
of Charm	Boosts Personality	100 x Stat Bonus
of Vigor	Boosts Endurance	100 x Stat Bonus
of Precision	Boosts Accuracy	100 x Stat Bonus
of Speed	Boosts Speed	100 x Stat Bonus
of Luck	Boosts Luck	100 x Stat Bonus
of Health	Boosts Hit Points	100 x Stat Bonus
of Magic	Boosts Spell Points	100 x Stat Bonus
of Defense	Boosts Armor Class	100 x Stat Bonus
of Fire Resistance	Boosts Fire Resistance	100 x Stat Bonus
of Air Resistance	Boosts Air Resistance	100 x Stat Bonus
of Water Resistance	Boosts Water Resistance	100 x Stat Bonus
of Earth Resistance	Boosts Earth Resistance	100 x Stat Bonus
of Mind Resistance	Boosts Mind Resistance	100 x Stat Bonus
of Body Resistance	Boosts Body Resistance	100 x Stat Bonus
of Alchemy	Boosts Alchemy skill level	100 x Stat Bonus
of Stealing	Boosts Stealing skill level	100 x Stat Bonus
of Disarming	Boosts Disarm Trap skill level	100 x Stat Bonus
of Items	Boosts Identify Item skill level	100 x Stat Bonus
of Monsters	Boosts Identify Monster skill level	100 x Stat Bonus
of Arms	Boosts Armsmaster skill level	100 x Stat Bonus
of Dodging	Boosts Dodging skill level	100 x Stat Bonus
of the Fist	Boosts Unarmed skill level	100 x Stat Bonus
of Protection	+10 to all Resistances	1,000
of Recovery	Decreases Recovery	200
of Immunity	Wearer resistant to Disease	1,000
of Sanity	Wearer resistant to Insanity	1,000
of Freedom	Wearer resistant to Paralysis	2,000
of Antidotes	Wearer resistant to Poison	1,000
of Alarms	Wearer resistant to Sleep	500
of The Medusa	Wearer resistant to Stone	2,000
of Air Magic	Increases effects of Air spells	2,000
of Body Magic	Increases effects of Body spells	2,000
of Dark Magic	Increases effects of Dark spells	2,000
of Earth Magic	Increases effects of Earth spells	2,000
of Fire Magic	Increases effects of Fire spells	2,000
of Light Magic	Increases effects of Light spells	2,000
of Mind Magic	Increases effects of Mind spells	2,000

Table 8-3. Non-Weapon Enchantments Continued

Enchantment	*Effect*	*Value Bonus*
of Spirit Magic	Increases effects of Spirit spells	2,000
of Water Magic	Increases effects of Water spells	2,000
of Thievery	Doubles chance of Disarm Trap attempt success	2,000
of Shielding	Halves damage from missile attacks	1,000
of Regeneration	Regenerates Hit Points over time	1,000
of Mana	Regenerates Spell Points over time	1,000
of the Eclipse	+10 Spell Points and Regenerates Spell Points over time	2,000
of the Phoenix	+30 Fire Resistance and Regenerates Hit Points over time	3,000
of Plenty	Regenerates Spell and Hit Points over time	2,500
Monks'	+3 Unarmed and Dodging skill levels	1,500
Thieves'	+3 Stealing and Disarm Traps skill levels	1,500
of Identifying	+3 to Identify Monster and Item skill levels	1,500
of the Storm	+20 Air Resistance and halves damage from missiles	1,500
of the Ocean	+10 Water Resistance and +2 Alchemy skill level	1,000
of Water Walking	Prevents damage from drowning	1,500
of Feather Falling	Prevents damage from falling	1,000

Table 8-4. Enchantments for All Items

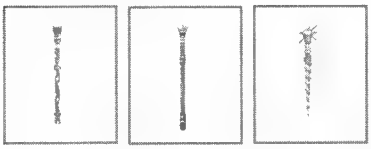
Enchantment	*Effect*	*Value Bonus*
of Doom	+1 to all attributes, Hit Points, Spell Points, Armor Class, and Resistances	750
of Earth	+10 to Endurance, Armor Class, and Hit Points	2,000
Rogues'	+5 Speed and Accuracy	500
of the Golem	+15 Endurance and +5 Armor Class	1,500
of the Moon	+10 Intellect and Luck	1,000
of the Sky	+10 Spell Points, Speed, and Intellect	2,500
of the Stars	+10 Endurance and Accuracy	1,000
of the Sun	+10 Might and Personality	1,000
of the Troll	+15 Endurance and regenerate Hit Points over time	1,500
of the Unicorn	+15 Luck and regenerates Spell Points over time	1,500
Warriors'	+5 Might and Endurance	500
Wizards'	+5 Intellect and Personality	500
Antique	Increases item value	x 10

Wands

Wands contain several "charges" of a given spell type. Any character can cast wand spells by equipping a wand and then attacking with it like a weapon. There's no particular weapon skill needed to do this. Wand spells are cast by an expert in the spells school at skill level 8. If a wand spell is of master or grand master level, then it's cast at the spell's minimum expertise level at skill level 8.

Wands have a number of charges. Each time you use a wand, its total number of charges is reduced by one. When a wand reaches zero charges, it disappears. A good trick is to use a wand until it has one charge left and then sell it. It will still maintain its full value right up until it vanishes. You also can use the Recharge Item spell or a potion to regenerate a portion of a wand's maximum charges as explained in Chapter 4.

Basic Wands



Treasure Level: 2-3
Base Value: 1,000
Toughness: 3
ID/Repair: 10
Charges: 35

Wand	*Spell*
Wand of Fire	Fire Bolt
Wand of Sparks	Sparks
Wand of Poison	Poison Spray
Wand of Stunning	Stun
Wand of Harm	Harm

Description: The magical process that was used to enchant this wand turned it sky blue. It's made of wood and glass.

Faerie Wands

Treasure Level: 3-4
Base Value: 1,500
Toughness: 3
ID/Repair: 14
Charges: 30

Wand	*Spell*
Faerie Wand of Light	Light
Faerie Wand of Ice	Ice Bolt
Faerie Wand of Lashing	Spirit Lash
Faerie Wand of Mind	Mind Blast
Faerie Wand of Swarms	Deadly Swarm

Description: A wooden wand painted green and banded with brass. The wand is capped with a large, flawed emerald.

Alacorn Wands

Treasure Level: 3-5
Base Value: 2,000
Toughness: 3
ID/Repair: 18
Charges: 25

Wand	*Spell*
Alacorn Wand of Fireballs	Fireball
Alacorn Wand of Acid	Acid Burst
Alacorn Wand of Lightning	Lightning Bolt
Alacorn Wand of Blades	Blades
Alacorn Wand of Charms	Charm

Description: Made from the hollowed out horn of a unicorn and capped with a spiked brass ball, wands like these are born of cruelty and evil. The enchantment it holds is useful; the only real question is whether you believe your cause justifies the use of an item so wickedly created.

Arcane Wands

Treasure Level: 4-6
Base Value: 2,500
Toughness: 3
ID/Repair: 22
Charges: 20

Wand	*Spell*
Arcane Wand of Blasting	Ice Blast
Arcane Wand of the Fist	Flying Fist
Arcane Wand of the Rocks	Rock Blast
Arcane Wand of Paralyzing	Paralyze
Arcane Wand of Clouds	Toxic Cloud

Description: A wand of polished ebony capped with the shrunken, bejeweled head of a fallen enemy. These wands can hold very strong enchantments. To use this wand, you must equip it as though you were equipping a weapon.

Mystic Wands

Treasure Level: 5-6
Base Value: 3,000
Toughness: 3
ID/Repair: 26
Charges: 15

Wand	*Spell*
Mystic Wand of Implosion	Implosion
Mystic Wand of Distortion	Mass Distortion
Mystic Wand of Shrapmetal	Shrapmetal
Mystic Wand of Shrinking	Shrinking Ray
Mystic Wand of Incineration	Incinerate

Description: The precious egg of a phoenix was snatched from the fire before it could hatch to make the headstone of this wand. The rest of the wand is made of steel and plated with gold.

Gems

Gems are treasure items that have a gold value, but no other properties as equipment. They can't be broken and don't need to be identified. They can't hold enchantments. Sell them for gold.

Blue Quartz

Treasure Level: 1-3
Base Value: 250

Topaz

Treasure Level: 1-3
Base Value: 500

Rose Crystal

Treasure Level: 1-3
Base Value: 750

Yellow Topaz

Treasure Level: 1-3
Base Value: 750

Green Garnet

Treasure Level: 2-4
Base Value: 1,250

Sapphire

Treasure Level: 2-4
Base Value: 1,500

Amethyst

Treasure Level: 2-4
Base Value: 1,750

Emerald

Treasure Level: 3-5
Base Value: 2,000

Ruby

Treasure Level: 3-5
Base Value: 2,000

Diamond (version one)

Treasure Level: 4-6
Base Value: 2,500

Diamond (version two)

Treasure Level: 4-6
Base Value: 3,000

Potions and Reagents

You can use potions to apply magical effects to your characters and equipment. Potions can recharge wands, remove conditions from your characters, increase their combat statistics, and temporarily or permanently alter their attributes and resistances.

You can find and purchase premixed potions, but may also mix them yourself using potion ingredients called *reagents*. To create a new potion, open up a character's backpack, pick up a reagent, and right-click it over an empty potion bottle. Characters with the Alchemy skill can mix potions to create new potions.

There are five categories of potions. *Simple* potions can by mixed by any character from a reagent. *Complex* potions are mixed by combining simple potions. Simple and complex potions can be combined to form *compound* (a.k.a. *"Layered"*) potions. *White* potions can be mixed from compound and lesser potions, and *black* potions are mixed from white and lesser potions.

Each potion has a *Power* rating that is used differently by each type of potion. Power is set when a potion is mixed. For simple potions, their Power is equal to the Power of the reagent used to make them. For other potions, Power is the average Power of the two potions made to mix them. Characters with the Alchemy skill add their skill level to the Power of simple potions they mix. *Catalysts* are special types of simple potions that can be mixed with other potions to change Power. Characters who hold the Alchemy skill at any level of expertise can mix catalysts with potions of any category. Just make sure that any catalyst you use has a higher Power than the potion you mix it with, otherwise it will *lower* the Power of the potion.

Table 8-5. Alchemy Expertise Required To Mix Potions

Potion Type	*Alchemy Skill Level*
Simple	No Alchemy Required
Complex	Normal
Compound	Expert
White	Master
Black	Grand Master

Table 8-6. Reagents

Name	*Potion Created*	*Power*	*Value*
Widowsweep Berries	Red	1	1
Crushed Rose Petals	Red	5	10
Vial of Troll Blood	Red	10	50
Ruby	Red	20	100
Dragon's Eye	Red	50	500
Phima Root	Blue	1	1
Meteorite Fragment	Blue	5	10
Harpy Feather	Blue	10	50
Moonstone	Blue	20	100
Elvish Toadstool	Blue	50	500
Poppysnaps	Yellow	1	1
Fae Dust	Yellow	5	10
Sulfur	Yellow	10	50
Garnet	Yellow	20	100
Vial of Devil Ichor	Yellow	50	500
Mushroom	Catalyst	1	1
Obsidian	Catalyst	5	10
Vial of Ooze Endoplasm	Catalyst	10	50
Mercury	Catalyst	20	100
Philosopher's Stone	Catalyst	75	500

Potions

Catalyst (Gray)

Treasure Level: 1-2
Value: 1
Category: Simple
Mix: Reagent + Empty Potion Bottle
Description: Catalysts are mixed with potions to modify the strength of the potion. The potion will take the strength of the catalyst you mix with it. Be careful not to mix a strong potion with a weak catalyst!

Cure Wounds (Red)

Treasure Level: 1-2
Value: 5
Category: Simple
Mix: Reagent + Empty Potion Bottle
Description: Heals 10 plus the potion strength Hit Points.

Magic Potion (Blue)

Treasure Level:	1-2
Value:	5
Category:	Simple
Mix:	Reagent + Empty Potion Bottle
Description:	Restores 10 plus the potion strength Spell Points.

Cure Weakness (Yellow)

Treasure Level:	1-2
Value:	5
Category:	Simple
Mix:	Regent + Empty Potion Bottle
Description:	Cures Weakness.

Cure Disease (Orange)

Treasure Level:	1-2
Value:	50
Category:	Complex
Mix:	Red + Yellow
Description:	Cures Disease.

Cure Poison (Purple)

Treasure Level:	1-2
Value:	50
Category:	Complex
Mix:	Red + Blue
Description:	Cures Poison.

Awaken (Green)

Treasure Level:	1-2
Value:	50
Category:	Complex
Mix:	Blue + Yellow
Description:	Removes Asleep condition.

Haste (Red and Orange Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Red + Orange
Description:	Grants Haste (as the spell) for 30 minutes per point of potion strength.

Heroism (Red and Purple Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Red + Purple
Description:	Grants Heroism (as the spell) for 30 minutes per point of potion strength.

Bless (Red and Green Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix: Red +	Green
Description:	Grants Bless (as the spell) for 30 minutes per point of potion strength.

Preservation (Blue and Orange Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Blue + Orange
Description:	Grants Preservation (as the spell) for 30 minutes per point of potion strength.

Shield (Blue and Purple Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Blue + Purple
Description:	Grants Shield (as the spell) for 30 minutes per point of potion strength.

Recharge Item (Blue and Green Layered)

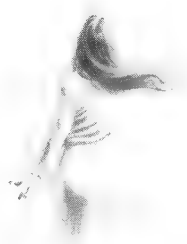
Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Blue + Green
Description:	Grants Recharge Item (as the spell). The item permanently loses 70 percent-point of potion strength of its charges. To use, pick the potion up and right-click over an item with charges.

Stoneskin (Yellow and Orange Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Yellow + Orange
Description:	Grants Stoneskin (as the spell) for 30 minutes per point of potion strength.

Water Breathing (Yellow and Purple Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Yellow + Purple
Description:	Prevents drowning damage.



Harden Item (Yellow and Green Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Yellow + Green
Description:	Increases an item's toughness, making it more resistant to breaking. To use, pick the potion up and right-click over an item.

Remove Fear (Orange and Purple Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Orange + Purple
Description:	Cures Fear.

Remove Curse (Purple and Green Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Purple + Green
Description:	Cures Curse.

Cure Insanity (Orange and Green Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Orange + Green
Description:	Cures Insanity.

Might Boost

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Purple + Red and Purple Layered
Description:	Temporarily increases Might by three times the strength of the potion for 30 minutes per point of strength of the potion.

Intellect Boost

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Green + Yellow and Green Layered
Description:	Temporarily increases Intellect by three times the strength of the potion for 30 minutes per point of strength of the potion.

Personality Boost

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Green + Blue and Green Layered
Description:	Temporarily increases Personality by three times the strength of the potion for 30 minutes per point of strength of the potion.

Endurance Boost

Treasure Level: 4-5
Value: 750
Category: White
Mix: Purple + Blue and Purple Layered
Description: Temporarily increases Endurance by three times the strength of the potion for 30 minutes per point of strength of the potion.

Speed Boost

Treasure Level: 4-5
Value: 750
Category: White
Mix: Orange + Red and Orange Layered
Description: Temporarily increases Speed by three times the strength of the potion for 30 minutes per point of strength of the potion.

Accuracy Boost

Treasure Level: 4-5
Value: 750
Category: White
Mix: Orange + Yellow and Orange Layered
Description: Temporarily increases Accuracy by three times the strength of the potion for 30 minutes per point of strength of the potion.

Flaming Potion

Treasure Level: 4-5
Value: 750
Category: White
Mix: Green + Red and Orange Layered, or Purple + Yellow and Orange Layered
Description: Adds the "of Flame" property to a non-magic weapon for 30 minutes per point of strength of the potion. To use, pick the potion up and right-click over a non-magic weapon.

Freezing Potion

Treasure Level: 4-5
Value: 750
Category: White
Mix: Green + Red and Purple Layered, or Orange + Blue and Purple Layered
Description: Adds the "of Frost" property to a non-magic weapon for 30 minutes per point of strength of the potion. To use, pick the potion up and right-click over a non-magic weapon.

Noxious Potion

Treasure Level: 4-5
Value: 750
Category: White
Mix: Orange + Blue and Purple Layered, or Purple + Yellow and Green Layered
Description: Adds the "of Poison" property to a non-magic weapon for 30 minutes per point of strength of the potion. To use, pick the potion up and right-click over a non-magic weapon.

Shocking Potion

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Purple + Red and Orange Layered, or Orange + Red and Purple Layered
Description:	Adds the "of Sparks" property to a non-magic weapon for 30 minutes per point of strength of the potion. To use, pick the potion up and right-click over a non-magic weapon.

Swift Potion

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Green + Blue and Purple Layered, or Purple + Blue and Green Layered
Description:	Adds the "of Swiftness" property to a non-magic weapon for 30 minutes per point of strength of the potion. To use, pick the potion up and right-click over a non-magic weapon.

Cure Paralysis

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Green + Yellow and Orange Layered, or Orange + Yellow and Green Layered
Description:	Cures Paralysis.

Divine Restoration

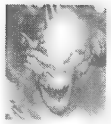
Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Red and Orange Layered + Blue and Green Layered, Blue and Purple Layered + Yellow and Orange Layered, or Red and Purple Layered + Yellow and Green Layered
Description:	Removes all conditions except Dead, Stoned, or Eradicated.

Divine Cure

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Red and Orange Layered + Yellow and Orange Layered
Description:	Heals five times the potion's strength of hit points.

Divine Power

Treasure Level:	4-5
Value:	50
Category:	White
Mix:	Blue and Green Layered + Yellow and Green Layered
Description:	Restores five times the potion's strength of spell points.



Luck Boost

Treasure Level: 4-5
Value: 750
Category: White
Mix: Red and Purple Layered + Blue and Purple Layered
Description: Increases temporary Luck by three times the strength of the potion for 30 minutes per point of strength of the potion.

Fire Resistance

Treasure Level: 4-5
Value: 750
Category: White
Mix: Red and Orange Layered + Yellow and Green Layered
Description: Increases temporary Fire resistance by three times the strength of the potion for 30 minutes per point of strength of the potion.

Air Resistance

Treasure Level: 4-5
Value: 750
Category: White
Mix: Red and Orange Layered + Blue and Purple Layered
Description: Increases temporary Air resistance by three times the strength of the potion for 30 minutes per point of strength of the potion.

Water Resistance

Treasure Level: 4-5
Value: 750
Category: White
Mix: Blue and Purple Layered + Yellow and Green Layered
Description: Increases temporary Water resistance by three times the strength of the potion for 30 minutes per point of strength of the potion.

Earth Resistance

Treasure Level: 4-5
Value: 750
Category: White
Mix: Red and Purple Layered + Yellow and Orange Layered
Description: Increases temporary Earth resistance by three times the strength of the potion for 30 minutes per point of strength of the potion.

Mind Resistance

Treasure Level: 4-5
Value: 750
Category: White
Mix: Red and Purple Layered + Blue and Green Layered
Description: Increases temporary Mind resistance by three times the strength of the potion for 30 minutes per point of strength of the potion.

Body Resistance

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Blue and Green Layered + Yellow and Orange Layered
Description:	Increases temporary Body resistance by three times the strength of the potion for 30 minutes per point of strength of the potion.

Stone to Flesh

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Red and Purple Layered + Cure Paralysis (White)
Description:	Cures Stoned condition.

Slaying Potion

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Blue and Purple Layered + Flaming Potion (White)
Description:	Adds "of Dragon Slaying" to a non-magic weapon. To use, pick the potion up and right-click over a non-magic weapon.

Pure Luck

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Yellow and Orange Layered + Swift Potion (White)
Description:	Adds 50 to permanent Luck.

Pure Speed

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Purple + Speed Boost (White)
Description:	Adds 50 to permanent Speed.

Pure Intellect

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Orange + Intellect Boost (White)
Description:	Adds 50 to permanent Intellect.

Pure Endurance

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Green + Endurance Boost (White)
Description:	Adds 50 to permanent Endurance.

Pure Personality

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Purple + Personality Boost (White)
Description:	Adds 50 to permanent Personality.

Pure Accuracy

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Green Potion + Accuracy Boost (White)
Description:	Adds 50 to permanent Accuracy.

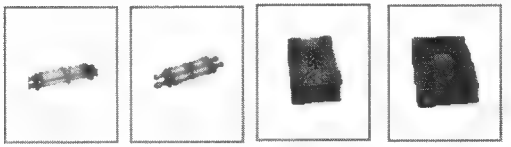
Pure Might

Treasure	Level: 5-6
Value:	2, 000
Category:	Black
Mix:	Orange + Might Boost (White)
Description:	Adds 50 to permanent Might.

Rejuvenation

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Divine Restoration (White) + (Red and Green Layered, Blue and Orange Layered, or Yellow and Purple Layered)
Description:	Removes all unnatural aging.

Learning Books and Scrolls



Each of *Might and Magic VII's* spells has a learning book and a scroll associated with it. A character of any class can cast a given spell by using its scroll. Characters with the proper magic school skill and expertise can use a spell's learning book to inscribe the spell in their own spell books. The following table lists each spell with the gold values of its scroll and learning book. For more information, see Magic Skills in Chapter 4.

Scroll spells take effect as if they were being cast by a character with master skill in their particular school of magic with a skill level of 8. If the spell is grand master level, then the spell is cast at grand master level 8.

Table 8-7. Scroll and Learning Book Values

Spell	*School*	*Scroll Value*	*Book Value*
Torch Light	Fire	10	100
Fire Bolt	Fire	20	200
Fire Resistance	Fire	30	300
Fire Aura	Fire	40	400
Haste	Fire	50	500
Fireball	Fire	75	750
Fire Spike	Fire	100	1,000
Immolation	Fire	150	1,500
Meteor Shower	Fire	200	2,000
Inferno	Fire	300	3,000
Incinerate	Fire	500	5,000
Wizard Eye	Air	10	100
Feather Fall	Air	20	200
Air Resistance	Air	30	300
Sparks	Air	40	400
Jump	Air	50	500
Shield	Air	75	750
Lightning Bolt	Air	100	1,000
Invisibility	Air	150	1,500
Implosion	Air	200	2,000
Fly	Air	300	3,000
Starburst	Air	500	5,000
Awaken	Water	10	100
Poison Spray	Water	20	200
Water Resistance	Water	30	300
Ice Bolt	Water	40	400
Water Walk	Water	50	500
Recharge Item	Water	75	750
Acid Burst	Water	100	1,000
Enchant Item	Water	150	1500
Town Portal	Water	200	2,000
Ice Blast	Water	300	3,000
Lloyd's Beacon	Water	500	5,000
Stun	Earth	10	100
Slow	Earth	20	200
Earth Resistance	Earth	30	300
Deadly Swarm	Earth	40	400
Stone Skin	Earth	50	500
Blades	Earth	75	750
Stone to Flesh	Earth	100	1,000

Table 8-7. Scroll and Learning Book Values Continued

Spell	*School*	*Scroll Value*	*Book Value*
Rock Blast	Earth	150	1,500
Telekinesis	Earth	200	2,000
Death Blossom	Earth	300	3,000
Mass Distortion	Earth	500	5,000
Detect Life	Spirit	10	100
Bless	Spirit	20	200
Fate	Spirit	30	300
Turn Undead	Spirit	40	400
Remove Curse	Spirit	50	500
Preservation	Spirit	75	750
Heroism	Spirit	100	1,000
Spirit Lash	Spirit	150	1,500
Raise Dead	Spirit	200	2,000
Shared Life	Spirit	300	3,000
Resurrection	Spirit	500	5,000
Remove Fear	Mind	10	100
Mind Blast	Mind	20	200
Mind Resistance	Mind	30	300
Telepathy	Mind	40	400
Charm	Mind	50	500
Cure Paralysis	Mind	75	750
Berserk	Mind	100	1,000
Mass Fear	Mind	150	1,500
Cure Insanity	Mind	200	2,000
Psychic Shock	Mind	300	3,000
Enslave	Mind	500	5,000
Cure Weakness	Body	10	100
Heal	Body	20	200
Body Resistance	Body	30	300
Harm	Body	40	400
Regeneration	Body	50	500
Cure Poison	Body	75	750
Hammerhands	Body	100	1,000
Cure Disease	Body	150	1,500
Protection from Magic	Body	200	2,000
Flying Fist	Body	300	3,000
Power Cure	Body	500	5,000
Light Bolt	Light	100	1,000
Destroy Undead	Light	150	1,500
Dispel Magic	Light	200	2,000

Table 8-7. Scroll and Learning Book Values Continued

Spell	School	Scroll Value	Book Value
Paralyze	Light	250	2,500
Summon Elemental	Light	300	3,000
Day of the Gods	Light	350	3,500
Prismatic Light	Light	400	4,000
Day of Protection	Light	500	5,000
Hour of Power	Light	600	6,000
Sunray	Light	750	7,500
Divine Intervention	Light	1,000	10,000
Reanimate	Dark	100	1,000
Toxic Cloud	Dark	150	1,500
Vampiric Weapon	Dark	200	2,000
Shrinking Ray	Dark	250	2,500
Shrapmetal	Dark	300	3,000
Control Undead	Dark	350	3,500
Pain Reflection	Dark	400	4,000
Sacrifice	Dark	500	5,000
Dragon Breath	Dark	600	6,000
Armageddon	Dark	750	7,500
Souldrinker	Dark	1,000	10,000

Ore

Artisans located in towns can turn ore into items. There are six types of ore corresponding to the six treasure levels. If you bring a piece of ore to an artisan who uses it, he or she will take the ore and turn it into an item of the same level as the ore.

Ore Type	Treasure Level
Iron-laced Ore	1
Siertal-laced Ore	2
Phylt-laced Ore	3
Kergar-laced Ore	4
Erudine-laced Ore	5
Stalt-laced Ore	6

Other Items

Here is a list of items that don't fit into other categories.

Red Apple

Description: Apples like these are produced by trees saturated by magic–usually in the Elven lands of Avlee and the Tularean Forest. They provide considerably more sustenance than normal apples. To use the apple, pick the apple up and left-click over the picture of your character in the inventory screen.

Genie Lamp

Genie Lamps generate a different effect based on the current month and day. These effects can be positive or negative. You should probably save the game before using a Genie Lamp. Value: 2,000

Description: The genies captured in these lamps will usually reward those who set them free, though sometimes they take cruel delight in punishing the first living beings they encounter. To use the Genie Lamp, pick the lamp up and left-click over the picture of your character in the inventory screen.

Horseshoe

Description: Gives character two Skill Points. This flawless horseshoe is made of silver. To use, pick the horseshoe up and right-click over a character's portrait.

ArcoMage Deck

This is a quest item, but you'll need to keep it if you want to play ArcoMage at Erathian taverns.

Description: This quest item is a deck of fancifully drawn cards used for a popular card game.

Temple in a Bottle

Description: A strangely shaped small building finely crafted inside a glass bottle, this item takes you to the secret New World level. Something about the bottle beckons you inside. To use, pick up the bottle and click over the picture of your character in the inventory screen.

Index

A

Accuracy 7
boost to 343
Acid Burst 81
Adventuring 26
AI type 36, 222
Air Resistance 54, 345
Alchemist 29
Alchemy 22, 48
Alice Hargreaves 158, 166
Altar Pieces 148, 195
Amuck 295
Amulets 330, 325
Angels 225
Arbiter 93, 108, 111
Archers 16, 25, 226
ArcoMage 109, 123, 168
Arena, Win at the 140
Armageddon 62
Armor 307
class 35, 221, 285
shop 29
skills 47
Armsmaster 46
Attack bonus 45
Attacks 223
Attributes 6
bonus 8, 43, 284
condition effects 38
games 90
Autonotes 89
Avlee 87, 115-120, 215
Awaken 79

B

Bandit Caves 172
Barrow Downs 121-135, 207, 214
dungeons 123-135
Bats 228
Behemoths 193, 229
Belts 325
Berserk 74
Blades 64
Blaster Guy 196, 230
Blasters 306-307
Bless 75
Boats 87, 88
Body Building 49
Body Resistance 57, 346
Bonus attack, effects of 223
Book of Divine Intervention 138, 199
Boots 319
Bounty hunts 29
Bows and crossbows 299
Bracada Desert 87, 136-144, 215

C

Carriage schedule 87
Castle Gloaming 193, 198
Gryphonheart 163, 165, 170
Harmondale 112
Lambent 151
Navan 165, 211, 215
Celeste 88, 144-156
Chain Armor 309
Challenges 90
Champions of the Sword 230
Character & Party Development 41
actions 30
conditions 38
other issues 82
quests 27
Charm 73
Clanker 211, 218
Classes 11
mix and skill assignment of 22
Clerics 18, 24, 25
Clerics of the Moon 231
Clerics of the Sun 232
Cloaks/capes 315
Colony Zod 184
Combat 35
Contests 90
Create Party screen 5
Creatures, attributes of 221
tables 225-281
Crowns 321
Cure Disease 58
Cure Insanity 74
Cure Paralysis 73, 344
Cure Poison 57
Cure Weakness 56
Cursed 38
Cutlass 288

D

Dagger 46, 290
Damage 36
bonus of 45, 284
Dark Proving Grounds 193
Dark Temple 192
Day of Protection 71
Day of the Gods 70
Deadly Swarm 64
Death Blossom 65
Destroy Undead 69
Detect Life 75
Devils 181, 233
Deyja 87, 157-161, 166, 208
Disarm Trap (spell) 21, 50, 99
Disarming traps 34
Disease 38
Dispel Magic 69
Divine Intervention 72
Dodging 47
Dragon Breath 62
Dragon Cave 99, 183
Dragon Egg 187
Dragon's Lair 104
Dragonflies 165, 236
Dragons 181, 234

Droids 237
Druids 19, 25
Drunk 38
Dwarves 9-10, 238
  rescue the 122

E

Earth Resistance 63, 345
Elementals, Air 239
  Earth 240
  Fire 241
  Light 242
  Water 243
Elf-Human War 91, 165, 213, 215
Elves 9-10. 165, 245
Emerald Island 86, 99-105
Enchant Item (spell) 81
Enchanting items 331
Encrypted Scroll, Decipher the 197
Endgame 96
Endurance 7
  boost to 343
Engineering 204
Enslave 75
Entrance and Caves 104
Equipment 82
Eradicated 38
Erathia 3, 84-97, 163
  map of 85
  regions of 98-219
Erathian Long Dagger 292
Evenmorn Island 89, 176-180, 208
Evil Eyes 246
Experience 221
  points 42, 50
Expertise 11
Explode 224

F

Faerie King 119, 215
  Mound 118, 214-215
  Pipes 117
Fate 76
Feather Fall 32, 53
Fire Aura 67
Fire Bolt 66
Fire Resistance 66, 345
Fire Spike 68
Fireball 67
Flails 302
Fly 32, 55, 221
Flying Fist 58
Fort Riverside 175
  stealing plans from 213
Fountains 83

G

Games 90
Gargoyles 247
Gauntlets 318
Gems 337
Genies 248
Ghosts 208, 249
Ghouls 250
Goblins 9-10, 251
  call the 112
  fort of 112
Gogs 193, 252
Golems 253
  build a 138
Grand Temple of the Moon 178
  of the Sun 180, 215
  of the Sun Altar 159
Griffins 254
Guilds 29

H

Halberds 296
Haldar's Remains 187
Hall of the Pit 160
  under the Hill 117
Hammerhands 58
Harm 57
Harmondale 87, 88, 90, 91, 105-114, 193
Harpies 255
Haste 67
Hats 321
Haunted Mansion 124, 167
Heal 56
Heart of the Forest 139
Helmets 321
Heroism 77
Hidden Tomb 171-172
Hit Points 221
Hive 97
Hour of Power 71
Humans 9-10
Hydras 256

I

Ice Blast 81
Ice Bolt 80
Identify Item 22, 49
Identify Monster 49
Immolation 68
Implosion 55
Incinerate 69
Indoor and Dungeon Areas 103, 112
Inferno 68
Insane 38
Intellect 6
  boost to 342
Invisibility 33, 55
Items, enchantments of 334
  inventory 283-350
  ID/Repair 284
  statistics of 284

J

Judge Sleen 193
Jump 31, 54

K

Key A, B, and C Dungeons 153-154
King Parson 108, 211
Knights 12, 24

L

Lady Carmine's Knife 159
Land of the Giants 97, 181
Lantern of Light 110
Lava boats 199
Learning 50
Level advancement 43
Lich Jars, retrieving from the Walls of Mist 196
Liches 257
Light Bolt 69
Light Proving Grounds 146
Lightning Bolt 55
Lincoln 97, 202-204
Lloyd's Beacon 33, 82
Lord Markham 99, 101, 205, 210
  bring letter to 167
  vase of 166
Loren Steel 165
Luck 7
  boost to 345

M

Maces 302
Magic, shops 29
  skills 53
  spells 52, 82
Map characteristics 99
Mass Distortion 65
Mass Fear 74
Maze, the 191
Meditation 51
Medusas 258
Mercenaries 111
Mercenary Guild 209
Merchant 22, 51
Meteor Shower 68
Might 6
  boost to 342
Mind Blast 72
Mind Resistance 73, 345
Minotaurs 259
Missing Contestants 102
Monks 14, 24, 260
Mount Nighon 88, 185-191
Movement limit 221
Mr. Malwick 102

N

Non-player characters (NPCs) 281
Non-Weapon Enchantments 333, 334

O

Obelisks 89, 123
Oozes 262
Ore 350
Oscillation Overthruster 196, 203
  retrieve the 150

P

Pain Reflection 61
Paladin 15, 25
Paralyze (spell) 70
Paralyzed (condition) 38
Party Creation 4
Path of Dark 42, 85, 93, 95, 105, 192-193
Path of Light 42, 85, 93, 94, 105, 205
Peasants 263
Perception 21, 52, 99
Perfect bow 110, 117
Personality 7, 342
Pierpont 88
Pit, the 88, 192
Poison Spray 79
Poisoned 38
Potions and reagents 48, 338-339
Power Cure 59
Preservation 77
Prismatic Light 71
Protection from Magic 58
Psychic Shock 74

Q

Queen Catherine 97, 108, 165, 213
Quests, items 283
  receiving and completing 27

R

Races 9
Raise Dead 78
Ranged attacks 36
Ranger 17
Rats 263
Real Time 37
Reanimate 59
Recharge Item 80
Recovery 35, 222
  bonus 45
Red Dwarf Mines 141
Regeneration 57
Rejuvenation 347
Remove Curse 76
Remove Fear 72
Repair Item 52
Reputation 34, 40
Resistance 36
  ratings of 224
Respawn 90
Resurrection 78
Rings 325, 327
Robert the Wise 155, 196
Rock Blast 65
Rocs 264
Roland Ironfist 97
Running 31

S

Sacrifice 61
School of Sorcery 143
Scroll and learning books 348-350
Secret doors 35, 52
Shared Life 78
Sharks 265
Shield 48, 54, 312
Shoals, the 86, 202-205
Shops 28-29, 51
Shrapmetal 60
Shrinking Ray 60
Sir Charles Quixote 207
Site of Power 111

Skeletons 208, 266
Skills 28
  development 44
  expertise 44
  miscellaneous 48
  necessary and desirable 21
  point cost 44
  points 42, 44
Slow 63
Small House 154
Soldiers 267
Sorcerers 20, 24, 268
Soul Jars, retrieving from Castle Gloaming 147
  retrieving from Thunderfist Mountain 194
Souldrinker 62
Sparks 54
Spears 296
Special actions or attacks 224
Speed 7, 222
Spells 30, 53
  pedestals 89
  Air Magic School 53
  Body Magic School 56
  Dark Magic School 59
  Earth Magic School 63
  Fire Magic School 66
  Mind Magic School 72
  Spirit Magic School 75
  Water Magic School 79
Spiders 269
Spirit Lash 77
Stables 30, 87
Starburst 56
Starting Party 21-23
Statues/shrines 215
Staves 305
Steadwick (in Erathia) 88
Stealing 33-34, 40, 45, 99
Stone City 123
Stone Skin 64
Stone to Flesh 64, 346
Stoned 38
Strange Temple 204
Stun 63
Summon 224
Summon Elemental 70
Sunray 71
Swords 47, 285
Swordsmen 270

T

Targeting 222-223
Tatalia 87, 205-210, 215
Telekinesis 50, 65
Telepathy 73
Teleportation 33, 153, 174
Teleporter Cluster 141
Temple(s) 29
  in a Bottle 351
  of Baa 120
  of Dark 201
  of Light 155
  of the Moon 99, 103
Thieves 13, 24-25, 271
Three Druid Shrines 213
Three Paintings, collect 207
Thunderfist Mountain 188
Tidewater Caverns 208
Titan's Stronghold 119
Titans 181, 272
Tolberti 148
Torch light 66
Town halls 29
Town Portal 33, 31, 88, 149
Towns 28
Toxic Cloud 59
Training, cost 43
  hall 29
Trap door/cell 179
Trap value 50, 99
Traveling, by boat or carriage 87
Treasure 221
  level 284
  bonuses 332
  room 152
Trees 273
Tridents 296
Troglodytes 123, 274
Trolls 275
Tularean Forest 165, 211-219
Tunnel to Eofol 190
Turn Based 37

U

Undead, control of 61

V

Value bonus 332
Vampires 276
Vampiric Weapon 60

W

Walking 31
Walls of Mist 152
Wands 335
Warlocks 277
Watchtower 6 ..... 162, 166
Water Resistance 79, 345
Water Walk 32, 80
Weak 38
Weapon shop 29
Weapons 285
  enchantments of 332
Wells 35, 140, 182
White Cliff Caves 114
Wights 278
William Setag's Tower 161
Wromthrax 165, 207
Wyverns 279

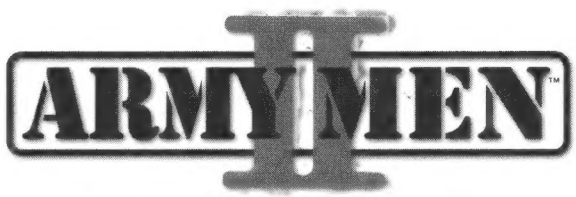
X

Xenofex 97, 149, 184-185, 196

Z

Zokarr's Tomb 135, 189, 214
Zombies 38, 280

More Great PC Games from 3DO.



REAL COMBAT. PLASTIC MEN.™

3DO™

WWW.3DO.COM

© 1999 The 3DO Company. All Rights Reserved. Army Men, Real Combat. Plastic Men., High Heat Baseball, Might and Magic, Blood and Honor, Uprising, Lead and Destroy, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. All other trademarks belong to their respective owners.

U.S. $19.99 Can. $27.95 U.K. £15.99

Electronic Entertainmen

YOUR CASTLE. YOUR PROBLEM.

- Detailed guides for every region
- Expert advice on party creation and development
- Complete skill and spell lists
- In-depth walkthroughs for every quest
- Essential creature attribute tables

©1999 The 3DO Company. All Rights Reserved. Might and Magic, Blood and Honor, New World Computing, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. All other trademarks belong to their respective owners. New World Computing is a division of The 3DO Company.

3DO™ NEW WORLD COMPUTING®

ISBN 0-7615-2069-4

9 780761 520696 51999 0 86874 52069 1

PRIMA GAMES

The Prima Logo and Prima Publishing ® are Registered Trademarks of Prima Communications, Inc.

www.primagames.com

Platform: PC